

9.3

pages for 5 players

levin eric zimmermann

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

iv 0 0m – ∞

(player number of events event sequence duration range)

v 1 15m – 55m

(player number of events event sequence duration range)

i 1 15m – 40m

(player number of events event sequence duration range)

ii 1 5m – 60m

(player number of events event sequence duration range)

iii 1 15m – 40m

(player number of events event sequence duration range)

iv 0 0m – ∞

(player number of events event sequence duration range)

v 0 0m – ∞

(player number of events event sequence duration range)

i 1 5m – 65m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 2 10m – 45m

(player number of events event sequence duration range)

iv 0 0m – ∞

(player number of events event sequence duration range)

v 1 5m – 50m

(player number of events event sequence duration range)

i 2 5m – 25m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 1 5m – 40m

(player number of events event sequence duration range)

iv 1 10m – 30m

(player number of events event sequence duration range)

v 0 0m – ∞

(player number of events event sequence duration range)

i 2 10m – 40m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

iv 0 0m – ∞

(player number of events event sequence duration range)

v 4 10m – 40m

(player number of events event sequence duration range)

i 2 10s – 35s

(player number of events event sequence duration range)

ii 3 10s – 35s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 4 10s – 50s

(player number of events event sequence duration range)

v 0 0s – ∞

(player number of events event sequence duration range)

i 2 15s – 30s

(player number of events event sequence duration range)

ii 3 5s – 40s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

v 3 10s – 30s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 2 10s – 40s

(player number of events event sequence duration range)

iii 3 5s – 40s

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

v 3 5s – 45s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 2 10s – 45s

(player number of events event sequence duration range)

iii 2 20s – 45s

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

v 1 10s – 65s

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 1 15m – 50m

(player number of events event sequence duration range)

iii 1 20m – 40m

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iv 1 20m – 55m

(player number of events event sequence duration range)

v 2 15m – 55m

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i 1 15s – 30s

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ii 2 10s – 25s

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iv 0 0s – ∞

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v 1 5s – 15s

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i 2 15s – 40s

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ii 0 0s – ∞

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iii 0 0s – ∞

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iv 0 0s – ∞

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v 0 0s – ∞

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i 1 10s – 35s

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ii 0 0s – ∞

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iii 1 5s – 45s

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iv 0 0s – ∞

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iv 4 10m – 40m

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v 0 0m – ∞

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i 2 10m – 45m

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ii 1 5m – 45m

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iii 0 0m – ∞

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iv 3 10m – 35m

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v 1 10m – 30m

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i 3 10m – 35m

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ii 4 10m – 35m

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iv 0 0m – ∞

(player number of events event sequence duration range)

v 0 0m – ∞

(player number of events event sequence duration range)

i 2 10m – 40m

(player number of events event sequence duration range)

ii 3 10m – 50m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

iv 2 10m – 50m

(player number of events event sequence duration range)

v 3 5m – 45m

(player number of events event sequence duration range)

i 2 10s – 60s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 1 15s – 35s

(player number of events event sequence duration range)

v 1 5s – 35s

(player number of events event sequence duration range)

i 4 15s – 20s

(player number of events event sequence duration range)

ii 1 10s – 20s

(player number of events event sequence duration range)

iii 1 15s – 45s

(player number of events event sequence duration range)

iv 1 10s – 25s

(player number of events event sequence duration range)

v 0 0s – ∞

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 3 10s – 40s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

v 1 5s – 30s

(player number of events event sequence duration range)

i 1 5m – 15m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 2 15m – 50m

(player number of events event sequence duration range)

iv 2 10m – 20m

(player number of events event sequence duration range)

v 0 0m – ∞

(player number of events event sequence duration range)

i 2 5s – 30s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

v 2 5s – 35s

(player number of events event sequence duration range)

i 3 10s – 55s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

v 1 15s – 60s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 2 10s – 50s

(player number of events event sequence duration range)

iv 2 10s – 45s

(player number of events event sequence duration range)

v 0 0s – ∞

(player number of events event sequence duration range)

i 4 5s – 60s

(player number of events event sequence duration range)

ii 1 5s – 35s

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iii 0 0s – ∞

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v 2 5s – 30s

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iii 3 10s – 45s

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iv 0 0s – ∞

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v 0 0s – ∞

(player number of events event sequence duration range)

i 0 0s – ∞

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(player number of events event sequence duration range)

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iv 0 0s – ∞

(player number of events event sequence duration range)

v 4 5s – 30s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 15s – 25s

(player number of events event sequence duration range)

iii 2 5s – 35s

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iv 0 0s – ∞

(player number of events event sequence duration range)

v 0 0s – ∞

(player number of events event sequence duration range)

i 2 15s – 35s

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ii 0 0s – ∞

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iii 1 15s – 35s

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v 1 15s – 20s

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i 1 5s – 25s

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i 3 10m – 45m

(player number of events event sequence duration range)

ii 0 0m – ∞

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