

9.3

pages for 3 players

levin eric zimmermann

(player number of events event sequence duration range)

i 1 15m – 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)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 1 10m – 20m

(player number of events event sequence duration range)

iii 1 5m – 50m

(player number of events event sequence duration range)

i 2 5m – 45m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 1 15m – 35m

(player number of events event sequence duration range)

i 1 10m – 20m

(player number of events event sequence duration range)

ii 2 15m – 35m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 1 15m – 45m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 3 10m – 45m

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 3 10s – 35s

(player number of events event sequence duration range)

iii 4 5s – 45s

(player number of events event sequence duration range)

i 3 10s – 50s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 4 10s – 30s

(player number of events event sequence duration range)

i 2 15s – 25s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 2 15s – 45s

(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 3 10s – 30s

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 3 10m – 30m

(player number of events event sequence duration range)

iii 0 0m – ∞

(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 1 5s – 65s

(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 1 10s – 55s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 5s – 20s

(player number of events event sequence duration range)

iii 0 0s – ∞

(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 15s – 55s

(player number of events event sequence duration range)

i 3 5m – 25m

(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)

i 1 5m – 45m

(player number of events event sequence duration range)

ii 2 10m – 35m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 3 10m – 30m

(player number of events event sequence duration range)

ii 1 15m – 25m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 2 15m – 50m

(player number of events event sequence duration range)

ii 1 10m – 20m

(player number of events event sequence duration range)

iii 2 10m – 35m

(player number of events event sequence duration range)

i 4 10m – 30m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 1 10m – 50m

(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 4 15m – 45m

(player number of events event sequence duration range)

i 3 10s – 25s

(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)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 2 15s – 35s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 10s – 50s

(player number of events event sequence duration range)

iii 0 0s – ∞

(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 0 0m – ∞

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 1 10m – 45m

(player number of events event sequence duration range)

iii 0 0m – ∞

(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 0 0s – ∞

(player number of events event sequence duration range)

i 3 5s – 45s

(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)

i 3 10s – 35s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 1 10s – 20s

(player number of events event sequence duration range)

i 4 10s – 45s

(player number of events event sequence duration range)

ii 2 15s – 35s

(player number of events event sequence duration range)

iii 1 10s – 50s

(player number of events event sequence duration range)

i 3 10s – 25s

(player number of events event sequence duration range)

ii 1 15s – 20s

(player number of events event sequence duration range)

iii 1 5s – 25s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 15s – 40s

(player number of events event sequence duration range)

iii 2 10s – 40s

(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 1 5s – 30s

(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 1 15m – 60m

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 1 10m – 20m

(player number of events event sequence duration range)

iii 0 0m – ∞

(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 1 10m – 15m

(player number of events event sequence duration range)

i 1 10m – 50m

(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)

i 1 5s – 55s

(player number of events event sequence duration range)

ii 1 10s – 45s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 2 15s – 40s

(player number of events event sequence duration range)

ii 1 10s – 25s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 2 10s – 30s

(player number of events event sequence duration range)

ii 1 10s – 40s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 2 5s – 20s

(player number of events event sequence duration range)

ii 2 5s – 40s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 2 10s – 25s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 3 15s – 25s

(player number of events event sequence duration range)

i 3 10s – 35s

(player number of events event sequence duration range)

ii 1 15s – 45s

(player number of events event sequence duration range)

iii 2 10s – 40s

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 4 10m – 35m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 2 15m – 55m

(player number of events event sequence duration range)

iii 1 5m – 30m

(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 1 20m – 45m

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 15s – 65s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 15s – 65s

(player number of events event sequence duration range)

iii 0 0s – ∞

(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 5s – 35s

(player number of events event sequence duration range)

i 2 15s – 30s

(player number of events event sequence duration range)

ii 1 5s – 20s

(player number of events event sequence duration range)

iii 1 15s – 55s

(player number of events event sequence duration range)

i 2 10m – 30m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 4 10m – 30m

(player number of events event sequence duration range)

i 1 10m – 55m

(player number of events event sequence duration range)

ii 3 10m – 25m

(player number of events event sequence duration range)

iii 2 5m – 40m

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 4 10m – 30m

(player number of events event sequence duration range)

iii 1 5m – 35m

(player number of events event sequence duration range)

i 1 15m – 30m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 4 10m – 30m

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 1 5m – 20m

(player number of events event sequence duration range)

iii 1 15m – 20m

(player number of events event sequence duration range)

i 1 10s – 40s

(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)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 3 5s – 45s

(player number of events event sequence duration range)

i 1 5s – 35s

(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)

i 1 10s – 35s

(player number of events event sequence duration range)

ii 1 15s – 35s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 1 5m – 45m

(player number of events event sequence duration range)

iii 1 15m – 65m

(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)

i 1 10m – 30m

(player number of events event sequence duration range)

ii 2 10m – 30m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 2 10m – 35m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 2 10m – 50m

(player number of events event sequence duration range)

i 4 5m – 50m

(player number of events event sequence duration range)

ii 1 5m – 20m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 3 5m – 40m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 1 10m – 50m

(player number of events event sequence duration range)

i 2 15m – 35m

(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)

i 1 15m – 60m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 1 15m – 20m

(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 1 15s – 30s

(player number of events event sequence duration range)

i 1 10s – 40s

(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)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 1 5s – 30s

(player number of events event sequence duration range)

i 1 15m – 25m

(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)

i 1 20m – 25m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 1 10m – 25m

(player number of events event sequence duration range)

i 1 20m – 25m

(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)

i 2 10s – 15s

(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)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 4 10s – 45s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 2 5s – 40s

(player number of events event sequence duration range)

ii 1 5s – 65s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 2 5m – 40m

(player number of events event sequence duration range)

ii 2 10m – 50m

(player number of events event sequence duration range)

iii 4 5m – 35m

(player number of events event sequence duration range)

i 3 10m – 35m

(player number of events event sequence duration range)

ii 1 5m – 40m

(player number of events event sequence duration range)

iii 2 5m – 50m

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 1 10m – 65m

(player number of events event sequence duration range)

iii 4 15m – 50m

(player number of events event sequence duration range)

i 1 10m – 15m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 3 15m – 45m

(player number of events event sequence duration range)

i 1 15s – 60s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 1 15s – 35s

(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 15s – 55s

(player number of events event sequence duration range)

i 1 15s – 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)

i 1 10m – 30m

(player number of events event sequence duration range)

ii 0 0m – ∞

(player number of events event sequence duration range)

iii 1 15m – 60m

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 2 5s – 40s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 10s – 20s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

i 2 10s – 20s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 1 10s – 35s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 4 15s – 45s

(player number of events event sequence duration range)

iii 1 10s – 20s

(player number of events event sequence duration range)

i 4 10s – 35s

(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)

i 3 10s – 40s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 4 10s – 50s

(player number of events event sequence duration range)

i 1 5m – 70m

(player number of events event sequence duration range)

ii 4 10m – 30m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 3 10m – 20m

(player number of events event sequence duration range)

ii 1 10m – 20m

(player number of events event sequence duration range)

iii 0 0m – ∞

(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 – 30s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 0 15s – ∞

(player number of events event sequence duration range)

iii 0 15s – ∞

(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 1 5s – 45s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 0 15s – ∞

(player number of events event sequence duration range)

iii 0 15s – ∞

(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 0 0s – ∞

(player number of events event sequence duration range)

i 2 10s – 45s

(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)

i 2 10s – 65s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 1 5s – 50s

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 2 15m – 45m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

i 1 10m – 20m

(player number of events event sequence duration range)

ii 2 10m – 25m

(player number of events event sequence duration range)

iii 3 10m – 35m