9.3 pages for 4 players levin eric zimmermann

(player	number of events	event sequence duration range)
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i 0
$$5s - 35s$$

(player	number of events	event sequence duration range)
ii	0	10s - 25s

(player	number of events	event sequence duration range)
iii	0	15s - 40s

(player	number of events	event sequence duration range)
iv	0	5s – 15s

(player	number of events	event sequence duration range)
(play or	Hamber of evenue	event bedaction agranou range,

(player	number of events	event sequence duration range)
ii	0	10s - 50s

(player	number of events	event sequence duration range)
iii	0	15s - 20s

(player	number of events	event sequence duration range)
i37	Λ	5e — 15e

(player	number of events	event sequence duration range)
i	0	5s - 65s

$$0 5s - 65$$

(player	number of events	event sequence duration range)
ii	1	15s - 55s

(player	number of events	event sequence duration range)
iii	0	5s - 35s

(player	number of events	event sequence duration range)
iv	2	5s - 40s

i 2 10s - 40s

(player number of events event sequence duration range)

ii 0 10s - 65s

(player number of events event sequence duration range)

iii 1 0s - 50s

(player number of events event sequence duration range)

iv 1 15s - 25s

(player	number of events	event sequence duration range)
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i
$$3 10s - 25s$$

(player	number of events	event sequence duration range)
ii	Ω	5s — 40s

(player	number of events	event sequence duration range)
iii	2	15s - 55s

(player	number of events	event sequence duration range)
i37	Λ	0s - 20s

(player	number of events	event sequence duration	range)
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i
$$0 10s - 25s$$

(player	number of events	event sequence duration range)
ii	3	10s - 30s

(player	number of events	event sequence duration range)
iii	0	20s - 35s

(player	number of events	event sequence duration range)
iv	2	5s - 45s

(player	number of events	event sequence duration	range)
(prayer	Hulliper of cvellub	event bequence duration	i idiigo,

(player	number of events	event sequence duration range)
ii	4	10s - 45s

(player	number of events	event sequence duration range)
iii	3	10s - 40s

(player	number of events	event sequence duration range)
iv	0	10s - 20s

(player	number of events	event sequence duration range)
i	4	5s - 30s

$$4 5s - 30s$$

(player	number of events	event sequence duration range)
ii	0	10s - 40s

(player	number of events	event sequence duration range)
iii	1	15s - 60s

(player	number of events	event sequence duration range)
iv	1	20s - 35s

(player	number of events	event sequence duration range)
i	1	5s - 35s

$$1 5s - 35s$$

(player	number of events	event sequence duration range)
ii	1	10s - 45s

(player	number of events	event sequence duration range)
iii	0	5s - 45s

(player	number of events	event sequence duration range)
iv	1	10s - 20s

(player	number of events	event sequence duration range)
(prayer	Halliber of eveling	event bequence duration range,

(player	number of events	event sequence duration range)
ii	Ο	10g - 30g

(player	number of events	event sequence duration range)
iii	2	10s - 40s

(player	number of events	event sequence duration range)
iv	0	10s - 20s

(player number of events	event sequence duration range)
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(player	number of events	event sequence duration range)
ii	0	10s – 15s

(player	number of events	event sequence duration range)
iii	1	15s - 30s

(player	number of events	event sequence duration range)
177	2	10g _ 15g

(player	number of events	event sequence duration range)

i 0 5s-60s

(player number of events event sequence duration range) $ii \qquad 0 \qquad \qquad 15s-30s$

(player number of events event sequence duration range) $iii \qquad 2 \qquad \qquad 10s-25s$

(player number of events event sequence duration range) $iv \qquad 0 \qquad \qquad 15s-35s$

(player	number of events	event sequence duration range)

i 0 15s - 65s

(player number of events event sequence duration range)

ii 1 15s - 30s

(player number of events event sequence duration range)

iii 0 15s-45s

(player number of events event sequence duration range)

iv 0 5s-40s

(player	number of events	event sequence duration range)

i 0
$$15s - 40s$$

(player	number of events	event sequence duration range)
ii	0	10s - 20s

(player	number of events	event sequence duration range)
iii	0	10s - 30s

(player	number of events	event sequence duration range)
iv	2	10s - 35s

(player	number of events	event sequence duration range)
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i 1 20s - 30s

(player number of events event sequence duration range)

ii 1 15s-45s

(player number of events event sequence duration range)

iii 1 15s - 20s

(player number of events event sequence duration range)

iv 0 5s-10s

i 1 5s - 15s

(player number of events event sequence duration range)

ii 1 0s - 65s

(player number of events event sequence duration range)

iii 0 15s - 45s

(player number of events event sequence duration range)

5s - 25siv 2

(player	number of events	event sequence duration range)

i 0 10s - 30s

(player number of events event sequence duration range) $ii \qquad \qquad 3 \qquad \qquad 10s-35s$

(player number of events event sequence duration range) $iv \qquad 0 \qquad \qquad 15s-45s$

(player number of events event sequence duration range	(player	number of events	event sequence	duration range
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i 1 15s - 40s

(player number of events event sequence duration range)

ii 1 15s - 60s

(player number of events event sequence duration range)

iii 4 10s - 55s

(player number of events event sequence duration range)

iv 1 5s - 30s

(player	number of events	event sequence duration range)
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i 0 15s - 50s

(player number of events event sequence duration range)

ii 4 5s-45s

(player number of events event sequence duration range)

iii 3 10s - 20s

(player number of events event sequence duration range)

iv 0 5s - 30s

(player number of events	event sequence duration range)
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i 0 15s - 20s

(player number of events event sequence duration range)

ii 1 10s - 25s

(player number of events event sequence duration range)

iii 3 10s - 50s

(player number of events event sequence duration range)

iv 2 5s-35s

i 2 5s - 50s

(player number of events event sequence duration range)

ii 1 5s - 35s

(player number of events event sequence duration range)

iii 0 15s - 35s

(player number of events event sequence duration range)

0s - 20siv 1

 $i \hspace{1cm} 2 \hspace{1cm} 15s-40s$

(player number of events event sequence duration range)

ii 0 5s - 30s

(player number of events event sequence duration range)

iii 0 10s - 65s

(player number of events event sequence duration range)

iv 1 10s - 45s

i 1 10s - 15s

(player number of events event sequence duration range)

ii 0 15s - 20s

(player number of events event sequence duration range)

iii 0 15s - 20s

(player number of events event sequence duration range)

iv 1 20s - 55s

(player number of events event sequence duration range)

(player	number of events	event sequence duration range)
ii	0	5s - 20s

(player	number of events	event sequence duration range)
iii	1	15s - 55s

(player	number of events	event sequence duration range)
iv	0	5s – 25s

(player	number of events	event sequence duration range)
i	0	5s - 30s

i
$$0 5s - 30s$$

(player	number of events	event sequence duration range)
ii	0	5s - 55s

(player	number of events	event sequence duration range)
iii	1	10s - 60s

(player	number of events	event sequence duration range)
iv	0	5s - 40s

i 0 15s - 30s

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 0 5s-65s

(player number of events event sequence duration range)

iv 2 15s - 20s

(player number of events event sequence duration range)

i 1 15s - 55s

(player number of events event sequence duration range)

ii 2 10s - 40s

(player number of events event sequence duration range)

iii 1 15s - 25s

(player number of events event sequence duration range)

iv 0 5s - 30s

(player number of events event sequence duration range)

i 2 10s - 35s

(player number of events event sequence duration range)

ii 1 10s - 30s

(player number of events event sequence duration range)

iii 3 5s - 50s

(player number of events event sequence duration range)

iv 0 15s-40s

(player number of events event sequence duration range)

(player	number of events	event sequence duration range)
ii	3	5s - 45s

(player	number of events	event sequence duration range)
iii	2	10s - 60s

(player	number of events	event sequence duration range)
iv	2	10s - 50s

i 3 10s - 35s

(player number of events event sequence duration range)

ii 1 15s - 30s

(player number of events event sequence duration range)

iii 2 5s-45s

(player number of events event sequence duration range)

iv 4 15s - 40s

i 1 5s-70s

(player number of events event sequence duration range)

ii 3 15s - 60s

(player number of events event sequence duration range)

iii 0 10s - 35s

(player number of events event sequence duration range)

iv 0 15s - 65s

i 3 10s - 30s

(player number of events event sequence duration range)

ii 1 15s - 65s

(player number of events event sequence duration range)

iii 0 5s-45s

(player number of events event sequence duration range)

iv 0 5s - 50s

(player 1	number of	events	event	sequence	duration	range)
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(player	number of events	event sequence duration range)
ii	1	5s - 70s

(player	number of events	event sequence duration range)
iii	0	10s - 45s

(player	number of events	event sequence duration range)
iv	1	10s - 15s

(player	number of events	event sequence duration range)
i	1	5s – 55s

$$1 5s - 55s$$

(player	number of events	event sequence duration range)
ii	0	20s - 25s

(player	number of events	event sequence duration range)
iii	0	5s - 20s

(player	number of events	event sequence duration range)
i37	Λ	20g - 50g

i 2 10s - 60s

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 0 15s - 45s

(player number of events event sequence duration range)

iv 0 10s - 25s

(player	number of events	event sequence duration range)

i 0 15s - 30s

(player number of events event sequence duration range)

ii 0 15s - 25s

(player number of events event sequence duration range)

iii 0 15s - 55s

(player number of events event sequence duration range)

iv 0 15s - 35s

i 1 5s-45s

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 0 10s - 40s

(player number of events event sequence duration range)

iv 0 10s - 40s

i 0 10s - 25s

(player number of events event sequence duration range)

ii 1 5s-15s

(player number of events event sequence duration range)

iii 2 15s - 20s

(player number of events event sequence duration range)

iv 0 5s - 20s

(player	number of events	event sequence duration range)
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i 0 5s-45s

(player number of events event sequence duration range)

ii 3 10s - 30s

(player number of events event sequence duration range)

iii 1 5s - 50s

(player number of events event sequence duration range)

iv 0 20s - 35s

(player	number of events	event sequence duration range)

i 3 10s - 50s

(player number of events event sequence duration range)

ii 2 15s - 50s

(player number of events event sequence duration range)

iii 0 10s - 50s

(player number of events event sequence duration range)

iv 1 10s - 35s

i 4 10s - 20s

(player number of events event sequence duration range)

ii 0 10s - 55s

(player number of events event sequence duration range)

iii 0 10s - 35s

(player number of events event sequence duration range)

iv 2 15s - 55s

i 1 10s - 50s

(player number of events event sequence duration range)

ii 4 10s - 30s

(player number of events event sequence duration range)

iii 2 10s - 35s

(player number of events event sequence duration range)

iv 0 10s - 50s

 $i \hspace{1cm} 2 \hspace{1cm} 10s-45s$

(player number of events event sequence duration range)

ii 1 5s-40s

(player number of events event sequence duration range)

iii 1 15s - 25s

(player number of events event sequence duration range)

iv 0 10s - 45s

i 0 10s - 25s

(player number of events event sequence duration range)

ii 0 0s - 50s

(player number of events event sequence duration range)

iii 1 5s - 30s

(player number of events event sequence duration range)

iv 0 10s - 35s

(player	number of events	event sequence duration range)
i	0	15s - 50s

(player	number of events	event sequence duration range)
ii	1	10s - 40s

(player	number of events	event sequence duration range)
iii	0	5s - 60s

(player	number of events	event sequence duration range)
137	0	15s — 55s

(player	number of events	event sequence duration range)

i 0 10s - 20s

(player number of events event sequence duration range)

ii 0 15s - 20s

(player number of events event sequence duration range)

iii 0 15s-45s

(player number of events event sequence duration range)

iv 1 15s - 35s

(player number of events event sequence duration range) $i \hspace{1cm} 0 \hspace{1cm} 15s-20s$

0 105 – 20

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 0 15s - 40s

(player number of events event sequence duration range)

iv 0 10s - 25s

(plaver	number of events	event sequence	duration range)
(P = 0.) 0 =	II dillip of of overlop	O VOIIU DOG GOIIOU	adiation range,

i 0 5s - 65s

(player number of events event sequence duration range)

ii 0 5s-45s

(player number of events event sequence duration range)

iii 0 10s - 55s

(player number of events event sequence duration range)

iv 0 5s-15s

i 1 15s - 50s

(player number of events event sequence duration range)

ii 0 5s - 60s

(player number of events event sequence duration range)

iii 0 5s-15s

(player number of events event sequence duration range)

iv 0 10s - 40s

i 1 15s - 20s

(player number of events event sequence duration range)

ii 0 15s - 40s

(player number of events event sequence duration range)

iii 0 15s - 35s

(player number of events event sequence duration range)

iv 0 15s - 35s

i 1 15s - 65s

(player number of events event sequence duration range)

ii 1 5s-40s

(player number of events event sequence duration range)

iii 0 5s - 35s

(player number of events event sequence duration range)

iv 1 5s - 15s

i 4 10s-40s

(player number of events event sequence duration range)

ii 1 5s-45s

(player number of events event sequence duration range)

iii 0 5s - 50s

(player number of events event sequence duration range)

iv 0 5s - 20s

(player	number of events	event sequence duration range)
i	2	5s - 45s

$$2 5s - 45s$$

(player	number of events	event sequence duration range)
ii	2	10s – 30s

(player	number of events	event sequence duration range)
iii	0	10s - 40s

(player	number of events	event sequence duration range)
iv	3	10s - 30s

i 4 10s - 35s

(player number of events event sequence duration range)

ii 4 5s - 45s

(player number of events event sequence duration range)

iii 1 0s - 20s

(player number of events event sequence duration range)

5s - 45siv 1

i 1 5s-20s

(player number of events event sequence duration range)

ii 3 15s - 40s

(player number of events event sequence duration range)

iii 1 5s - 20s

(player number of events event sequence duration range)

iv 1 5s - 10s

(player	number of events	event sequence duration range)
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i 3 5s-35s

(player number of events event sequence duration range)

ii 2 10s - 45s

(player number of events event sequence duration range)

iii 0 10s - 25s

(player number of events event sequence duration range)

iv 0 5s - 30s

i 1 15s - 40s

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 1 5s-45s

(player number of events event sequence duration range)

iv 3 15s - 35s

i 0 10s - 35s

(player number of events event sequence duration range)

ii 0 0s - 45s

(player number of events event sequence duration range)

iii 0 15s - 25s

(player number of events event sequence duration range)

iv 3 5s - 50s

i 1 20s - 25s

(player number of events event sequence duration range)

ii 0 10s - 25s

(player number of events event sequence duration range)

iii 1 0s - 25s

(player number of events event sequence duration range)

iv 0 15s - 70s

i 0s - 70s0

(player number of events event sequence duration range)

ii 0 5s - 60s

(player number of events event sequence duration range)

iii 0 10s - 55s

(player number of events event sequence duration range)

iv 2 10s - 25s

i 0 10s - 25s

(player number of events event sequence duration range)

ii 0 15s - 30s

(player number of events event sequence duration range)

iii 0 5s-40s

(player number of events event sequence duration range)

iv 1 15s - 40s

(player	number of events	event sequence duration range)
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i 0 5s-45s

(player number of events event sequence duration range)

ii 2 5s-30s

(player number of events event sequence duration range)

iii 1 15s - 35s

(player number of events event sequence duration range)

iv 0 15s - 40s

(player	number of events	event sequence duration range)

i 1 5s-35s

(player number of events event sequence duration range) $ii \qquad \qquad 1 \qquad \qquad 20s-55s$

(player number of events event sequence duration range) $\\ iii \qquad 0 \qquad \qquad 15s-20s$

(player number of events event sequence duration range) $iv \qquad 0 \qquad \qquad 10s-50s$

i 0 5s - 50s

(player number of events event sequence duration range)

ii 1 15s - 40s

(player number of events event sequence duration range)

iii 2 15s - 50s

(player number of events event sequence duration range)

iv 3 10s - 40s

(player	number of events	event sequence duration range)
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(player	number of events	event sequence duration range)
ii	1	10g - 65g

(player	number of events	event sequence duration range)
iii	1	10s - 15s

(player	number of events	event sequence duration range)
177	0	15g _ 55g

i 1 5s-60s

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 1 15s-45s

(player number of events event sequence duration range)

iv 4 10s - 35s

(player	number of events	event sequence duration range)
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i 3 10s - 30s

(player number of events event sequence duration range)

ii 4 15s - 30s

(player number of events event sequence duration range)

iii 1 10s - 55s

(player number of events event sequence duration range)

iv 3 10s - 30s

(player number of events event sequence duration range	(player	number of events	event sequence	duration range
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i 0 15s - 20s

(player number of events event sequence duration range)

ii 1 5s-40s

(player number of events event sequence duration range)

iii 4 10s - 50s

(player number of events event sequence duration range)

iv 3 5s-35s

i 4 10s-40s

(player number of events event sequence duration range)

ii 0 15s - 45s

(player number of events event sequence duration range)

iii 4 10s - 40s

(player number of events event sequence duration range)

iv 0 10s - 40s

i 0 5s - 35s

(player number of events event sequence duration range)

ii 1 5s - 35s

(player number of events event sequence duration range)

iii 3 15s - 25s

(player number of events event sequence duration range)

iv 1 5s - 40s

(player	number of events	event sequence duration range)

(player	number of events	event sequence duration range)
ii	3	5s – 45s

(player	number of events	event sequence duration range)
iii	0	20s - 30s

(player	number of events	event sequence duration range)
iv	3	15s - 35s

(player number of events	event sequence duration range)
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i
$$0 10s - 40s$$

(player	number of events	event sequence duration range)
ii	0	10s - 15s

(player	number of events	event sequence duration range)
iii	0	5s - 50s

(player	number of events	event sequence duration range)
iv	4	15s - 50s

(player	number of events	event sequence duration range)

(player	number of events	event sequence duration range)
ii	0	10s – 45s

(player	number of events	event sequence duration range)
iii	0	10s - 25s

(player	number of events	event sequence duration range)
iv	Ω	15g – 20g

(player	number of events	event sequence duration range)

i 0 10s - 50s

(player number of events event sequence duration range) $ii \qquad \qquad 3 \qquad \qquad 10s-35s$

(player number of events event sequence duration range) $iii \qquad 0 \qquad \qquad 10s-25s$

(player number of events event sequence duration range) $iv \qquad 0 \qquad \qquad 5s-10s$

(player	number of events	event sequence duration range)
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i 0 5s-40s

(player number of events event sequence duration range)

ii 3 10s - 35s

(player number of events event sequence duration range)

iii 0 5s-15s

(player number of events event sequence duration range)

iv 1 10s - 25s

(player	number of events	event sequence duration	range)
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i
$$0 10s - 50s$$

(player	number of events	event sequence duration range)
ii	0	5s - 20s

(player	number of events	event sequence duration range)
iii	3	10s - 40s

(player	number of events	event sequence duration range)
iv	0	10s - 20s

(player number of events event sequence duration range)

i 0 5s-60s

(player number of events event sequence duration range)

ii 1 10s - 40s

(player number of events event sequence duration range)

iii 4 10s - 25s

(player number of events event sequence duration range)

iv 0 5s-45s

(player	number of events	event sequence duration range)
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 $i \hspace{1cm} 1 \hspace{1cm} 15s-45s$

(player number of events event sequence duration range)

ii 2 15s - 25s

(player number of events event sequence duration range)

iii 1 10s - 40s

(player number of events event sequence duration range)

iv 1 10s - 20s

(player	number of events	event sequence duration range)
i	2	10s - 25s

i
$$2 10s - 25s$$

(player	number of events	event sequence duration range)
ii	1	10s - 70s

(player	number of events	event sequence duration range)
iii	2	10s - 20s

(player	number of events	event sequence duration range)
iv	3	10s - 45s

(player number of events event sequence duration range)

i 0 15s - 30s

(player number of events event sequence duration range)

ii 0 15s - 30s

(player number of events event sequence duration range)

iii 2 5s - 40s

(player number of events event sequence duration range)

 $iv \qquad \qquad 3 \qquad \qquad 15s-45s$

i 1 5s-65s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 2 10s - 35s

(player number of events event sequence duration range)

iv 1 5s - 15s

(player	number of events	event sequence duration range)
i	1	5s - 55s

i 1
$$5s - 55s$$

(player	number of events	event sequence duration range)
ii	1	5s - 40s

(player	number of events	event sequence duration range)
iii	0	10s - 35s

(player	number of events	event sequence duration range)
i37	Λ	0c - 15c

(player	number of events	event sequence duration range)

 $i \hspace{1cm} 0 \hspace{1cm} 10s-45s$

(player number of events event sequence duration range)

ii 1 15s - 20s

(player number of events event sequence duration range)

iii 1 5s - 50s

(player number of events event sequence duration range)

iv 0 15s - 30s

i 0 5s - 40s

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 0 5s - 50s

(player number of events event sequence duration range)

iv 1 10s - 65s

i 1 10s - 15s

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 0 0s - 20s

(player number of events event sequence duration range)

iv 0 10s - 35s

i 0 5s - 15s

(player number of events event sequence duration range)

ii 0 10s - 20s

(player number of events event sequence duration range)

iii 0 5s-15s

(player number of events event sequence duration range)

iv 0 10s - 25s

(player number of events event sequence duration range)

i 0 5s-40s

(player number of events event sequence duration range)

ii 0 15s - 60s

(player number of events event sequence duration range)

iii 0 10s - 30s

(player number of events event sequence duration range)

iv 0 15s - 50s

(player	number of events	event sequence duration range)
i	0	5s – 20s

$$0 5s - 20$$

(player	number of events	event sequence duration range)
ii	0	20s – 25s

(player	number of events	event sequence duration range)
iii	1	20s - 55s

(player	number of events	event sequence duration range)
177	Λ	10g - 45g

i 1 5s-60s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 0 15s - 30s

(player number of events event sequence duration range)

iv 0 15s - 60s

(player	number of events	event sequence	duration	range)
i		2	10s - 35s		

i
$$2 10s - 35s$$

(player	number of events	event sequence duration range)
ii	0	5s - 55s

(player	number of events	event sequence duration range)
iii	2	10s - 55s

(player	number of events	event sequence duration range)
iv	0	5s - 50s

(player	number of events	event sequence duration range)
i	0	5s – 35s

(player	number of events	event sequence duration range)
ii	3	5s - 35s

(player	number of events	event sequence duration range)
iii	0	5s - 55s

(player	number of events	event sequence duration range)
iv	1	10s - 20s

i 4 10s - 35s

(player number of events event sequence duration range)

ii 1 0s - 35s

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(player number of events event sequence duration range)

iii 2 5s - 55s

(player number of events event sequence duration range)

iv 1 5s - 40s

(player	number of events	event sequence duration range)
i	1	5s - 40s

i 1
$$5s - 40s$$

(player	number of events	event sequence	duration	range)
i	i	0	10s - 15s		

(player	number of events	event sequence duration range)
iii	4	15s - 50s

(pl	ayer	number of events	event sequence duration range)
iv		3	10s - 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 0 5s-10s

(player number of events event sequence duration range)

iv 0 10s - 60s

i 1 10s - 30s

(player number of events event sequence duration range)

ii 2 10s - 50s

(player number of events event sequence duration range)

iii 2 10s - 55s

(player number of events event sequence duration range)

iv 1 10s - 15s

(player	number of events	event sequence duration range)

i 0 15s - 30s

(player number of events event sequence duration range) $ii \qquad 2 \qquad \qquad 10s-20s$

(player number of events event sequence duration range) $iv \qquad 0 \qquad \qquad 10s-30s$

i 4 10s - 25s

(player number of events event sequence duration range)

ii 0 15s - 30s

(player number of events event sequence duration range)

iii 0 5s-15s

(player number of events event sequence duration range)

iv 0 15s - 45s

(player	number of events	event sequence duration range)
i	0	10s - 30s

$$0 10s - 30s$$

(player	number of events	event sequence duration range)
ii	1	5s - 40s

(player	number of events	event sequence duration range)
iii	0	15s - 40s

(player	number of events	event sequence duration range)
iv	2	5s - 65s

i 2 10s - 40s

(player number of events event sequence duration range)

ii 2 5s-40s

(player number of events event sequence duration range)

iii 1 10s - 25s

(player number of events event sequence duration range)

iv 0 10s - 30s

i 4 15s-25s

(player number of events event sequence duration range)

ii 1 10s - 35s

(player number of events event sequence duration range)

iii 0 15s - 60s

(player number of events event sequence duration range)

iv 0 10s - 50s