9.3
pages for 5 players
levin eric zimmermann

(player	number of events	event sequence duration	range)
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(player	number of events	event sequence duration range)

ii
$$0$$
 $10s - 60s$

(player	number of events	event sequence duration range)	ļ

iii
$$0$$
 $10s - 20s$

(player number of events event sequence duration ran	ıge)
------------------------------------------------------	------

iv
$$0$$
 $10s - 40s$

(1		event sequence duration range)
CDIAVER	niimper of events	event segmence diffation range)

i 1 15s - 40s

(player number of events event sequence duration range)

ii 1 5s - 60s

(player number of events event sequence duration range)

iii 1 15s - 40s

(player number of events event sequence duration range)

iv 0 20s - 45s

(player number of events event sequence duration range)

v = 0 15s - 50s

(player	number of events	event sequence duration	range)
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i
$$1$$
 $0s-65s$

	1
(player	duration range)
(prayer	duratic

ii
$$0$$
 $10s - 30s$

/ -		
(player	number of events	event sequence duration range)

iii
$$2$$
 $10s - 45s$

(player number of events event sequence duration range)					_
	(nlawer	number of avente	attent cadilance	duration	rangal

iv
$$0 15s - 20s$$

v 1 0s - 50s

i 2 5s-25s

(player number of events event sequence duration range)

ii 0 10s - 65s

(player number of events event sequence duration range)

iii 1 5s - 40s

(player number of events event sequence duration range)

iv 1 10s - 30s

(player number of events event sequence duration range)

v = 0 = 10s - 40s

i 2 10s - 40s

(player number of events event sequence duration range)

ii 0 5s-10s

(player number of events event sequence duration range)

iii 0 5s-45s

(player number of events event sequence duration range)

iv 0 10s - 45s

(player number of events event sequence duration range)

v 4 5s-40s

 $i \hspace{1cm} 2 \hspace{1cm} 15s-45s$

(player number of events event sequence duration range)

ii 3 15s - 45s

(player number of events event sequence duration range)

 $iii \qquad \qquad 0 \qquad \qquad 15s-45s$

(player number of events event sequence duration range)

iv 4 10s - 35s

(player number of events event sequence duration range)

v = 0 5s - 60s

i 2 5s - 20s

(player number of events event sequence duration range)

ii 3 15s - 40s

(player number of events event sequence duration range)

 $iii \qquad \qquad 0 \qquad \qquad 5s-40s$

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 10s-50s$

(player number of events event sequence duration range)

v = 3 = 5s - 35s

(player	number of events	event sequence duration r	range)
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$$i \hspace{1cm} 0 \hspace{1cm} 10s-45s$$

(player	number of	events	event	sequence	duration	range)
(prayer	mamber or	CVCIIOD	CACITO	bequeitee	adiamon	range,

ii
$$2$$
 $10s - 45s$

(nlawer	number of events	event sequence duration range)	
(prayer	mamber of events	event sequence duration range)	

iii
$$3$$
 $5s - 35s$

(player number of events event sequence duration range)	_				_
	(nlawar	number of attents	attent contioned	duration	rangal

iv 0 15s - 65s

(player number of events event sequence duration range)

v 3 10s - 30s

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

(player number of events event sequence duration range)

ii 2 10s - 30s

(player number of events event sequence duration range)

iii 2 10s - 45s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 10s-25s$

(player number of events event sequence duration range)

v 1 10s - 15s

i 0 15s - 35s

(player number of events event sequence duration range)

ii 1 15s - 45s

(player number of events event sequence duration range)

iii 1 5s - 40s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 1 \hspace{1.5cm} 15s-40s$

(player number of events event sequence duration range)

v 2 10s - 50s

i 1 5s - 30s

(player number of events event sequence duration range)

ii 2 10s - 40s

(player number of events event sequence duration range)

iii 0 15s - 25s

(player number of events event sequence duration range)

iv 0 10s - 20s

(player number of events event sequence duration range)

v 1 5s-40s

i 2 5s-55s

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

 $iii \qquad \qquad 0 \qquad \qquad 5s-40s$

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 10s-45s$

(player number of events event sequence duration range)

v = 0 = 10s - 35s

 $i \hspace{1cm} 1 \hspace{1cm} 10s-15s$

(player number of events event sequence duration range)

ii 0 15s - 45s

(player number of events event sequence duration range)

iii 1 0s - 35s

(player number of events event sequence duration range)

iv 0 15s - 35s

(player number of events event sequence duration range)

v = 0 15s - 60s

i 0 10s-40s

(player number of events event sequence duration range)

ii 1 15s - 20s

(player number of events event sequence duration range)

iii 0 10s - 25s

(player number of events event sequence duration range)

iv 2 15s - 40s

(player number of events event sequence duration range)

v = 0 5s - 35s

i 1 15s - 40s

(player number of events event sequence duration range)

ii 0 5s - 50s

(player number of events event sequence duration range)

iii 0 10s - 35s

(player number of events event sequence duration range)

iv 2 10s - 50s

(player number of events event sequence duration range)

v 1 5s - 60s

i 2 5s-15s

(player number of events event sequence duration range)

ii 0 15s - 50s

(player number of events event sequence duration range)

iii 0 15s - 20s

(player number of events event sequence duration range)

iv 4 5s - 25s

(player number of events event sequence duration range)

v = 0 5s - 35s

i 2 5s-40s

(player number of events event sequence duration range)

ii 1 15s - 45s

(player number of events event sequence duration range)

iii 0 0s - 15s

(player number of events event sequence duration range)

 $iv \hspace{1cm} 3 \hspace{1cm} 15s-30s$

(player number of events event sequence duration range)

v 1 15s - 20s

 $i \hspace{1cm} 3 \hspace{1cm} 10s-45s$

(player number of events event sequence duration range)

ii 4 10s - 35s

(player number of events event sequence duration range)

iii 1 5s-15s

(player number of events event sequence duration range)

iv 2 15s-45s

(player number of events event sequence duration range)

v 3 10s - 40s

i 1 5s-60s

(player number of events event sequence duration range)

ii 4 10s - 25s

(player number of events event sequence duration range)

iii 2 10s - 35s

(player number of events event sequence duration range)

iv 0 15s - 50s

(player number of events event sequence duration range)

v 1 20s - 50s

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 0 20s - 65s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 20s-25s$

(player number of events event sequence duration range)

 $v \qquad \qquad 4 \qquad \qquad 10s-45s$

0 10s - 30s

(player number of events event sequence duration range)

ii 2 10s - 20s

(player number of events event sequence duration range)

iii 0 0s - 30s

(player number of events event sequence duration range)

15s - 50siv 0

(player number of events event sequence duration range)

V 0 5s - 25s

i 1 1 10s - 55s

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 0 10s - 45s

(player number of events event sequence duration range)

iv 0 5s-30s

(player number of events event sequence duration range)

v = 0 5s - 25s

(player number of events	event sequence duration range)
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$$i \hspace{1cm} 0 \hspace{1cm} 5s-45s$$

(1		
(player	number of events	event sequence duration range)

ii
$$0$$
 $15s - 55s$

(player	number of events	event seguence	duration range)
(prayer	mamper of events	event seducince	duration range)

iii
$$0$$
 $5s-55s$

(player	number of events	event sequence duration range)

iv
$$0$$
 $5s-35s$

(nlawer	number of events	event sequence duration	range)

 $i \hspace{1cm} 0 \hspace{1cm} 15s-30s$

(player number of events event sequence duration range)

ii 0 10s - 20s

(player number of events event sequence duration range)

iii 0 10s - 25s

(player number of events event sequence duration range)

iv 0 0s - 25s

(player number of events event sequence duration range)

v = 0 10s - 25s

 $i \hspace{1cm} 0 \hspace{1cm} 10s-40s$

(player number of events event sequence duration range)

ii 0 15s - 55s

(player number of events event sequence duration range)

iii 0 10s - 50s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 0 \hspace{1.5cm} 0s-40s$

(player number of events event sequence duration range)

v = 1 = 10s - 65s

i 0 15s - 20s

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 0 10s - 30s

(player number of events event sequence duration range)

iv 1 10s - 60s

(player number of events event sequence duration range)

v = 0 20s - 65s

i 0 10s - 20s

(player number of events event sequence duration range)

ii 2 5s-45s

(player number of events event sequence duration range)

iii 0 15s - 25s

(player number of events event sequence duration range)

iv 0 5s-65s

(player number of events event sequence duration range)

v = 3 = 15s - 35s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-25s$

(player number of events event sequence duration range)

ii 3 15s - 30s

(player number of events event sequence duration range)

iii 2 15s - 30s

(player number of events event sequence duration range)

iv 0 5s-30s

(player number of events event sequence duration range)

v = 0 5s - 15s

i 1 5s-65s

(player number of events event sequence duration range)

ii 2 5s-40s

(player number of events event sequence duration range)

iii 4 10s - 50s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 1 \hspace{1.5cm} 5s-45s$

(player number of events event sequence duration range)

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

i 3 5s - 50s

(player number of events event sequence duration range)

ii 0 5s - 20s

(player number of events event sequence duration range)

iii 0 10s - 35s

(player number of events event sequence duration range)

 $iv \hspace{1cm} 2 \hspace{1cm} 10s-40s$

(player number of events event sequence duration range)

v 2 10s - 55s

i 2 10s - 40s

(player number of events event sequence duration range)

ii 0 10s - 25s

(player number of events event sequence duration range)

iii 2 15s - 55s

(player number of events event sequence duration range)

 $iv \hspace{1cm} 3 \hspace{1cm} 15s-35s$

(player number of events event sequence duration range)

v 2 15s - 40s

i 0 5s - 45s

(player number of events event sequence duration range)

ii 0 15s - 30s

(player number of events event sequence duration range)

iii 2 10s - 35s

(player number of events event sequence duration range)

iv 1 15s - 55s

(player number of events event sequence duration range)

v 1 5s - 60s

i 0 15s - 30s

(player number of events event sequence duration range)

ii 0 10s - 20s

(player number of events event sequence duration range)

iii 1 5s - 25s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 10s-50s$

(player number of events event sequence duration range)

v 1 0s - 20s

i 1 15s - 20s

(player number of events event sequence duration range)

ii 0 15s - 65s

(player number of events event sequence duration range)

iii 1 15s - 35s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 5s-40s$

(player number of events event sequence duration range)

v = 0 15s - 25s

i 0 15s - 30s

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 1 10s - 50s

(player number of events event sequence duration range)

iv 1 10s - 55s

(player number of events event sequence duration range)

v = 0 15s - 40s

i 0 20s - 30s

(player number of events event sequence duration range)

ii 0 5s-70s

(player number of events event sequence duration range)

iii 0 10s - 45s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 15s-20s$

(player number of events event sequence duration range)

v = 0 = 10s - 65s

i 0 15s - 60s

(player number of events event sequence duration range)

ii 0 5s - 55s

(player number of events event sequence duration range)

iii 0 5s - 50s

(player number of events event sequence duration range)

iv 0 15s - 30s

(player number of events event sequence duration range)

 $v \hspace{1cm} 0 \hspace{1cm} 5s-45s$

 $i \hspace{1.5cm} 20s-45s$

(player number of events event sequence duration range)

ii 0 15s - 40s

(player number of events event sequence duration range)

iii 0 10s - 50s

(player number of events event sequence duration range)

iv 0 5s-30s

(player number of events event sequence duration range)

v = 0 10s - 40s

i 0 10s - 35s

(player number of events event sequence duration range)

ii 0 5s - 20s

(player number of events event sequence duration range)

iii 0 5s-25s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 15s-35s$

(player number of events event sequence duration range)

v 1 0s-15s

i 0 10s - 35s

(player number of events event sequence duration range)

ii 0 0s - 60s

(player number of events event sequence duration range)

iii 0 5s - 55s

(player number of events event sequence duration range)

iv 0 10s - 40s

(player number of events event sequence duration range)

v 3 10s - 45s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-65s$

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 2 10s - 50s

(player number of events event sequence duration range)

iv 1 10s - 35s

(player number of events event sequence duration range)

v 3 10s - 25s

 $i \hspace{1cm} 1 \hspace{1cm} 5s-15s$

(player number of events event sequence duration range)

ii 1 5s - 20s

(player number of events event sequence duration range)

iii 3 15s - 30s

(player number of events event sequence duration range)

iv 0 10s - 45s

(player number of events event sequence duration range)

v 3 10s - 45s

i 1 5s-50s

(player number of events event sequence duration range)

ii 2 5s-40s

(player number of events event sequence duration range)

iii 3 10s - 40s

(player number of events event sequence duration range)

iv 2 10s - 35s

(player number of events event sequence duration range)

v 4 15s - 35s

i 1 5s - 15s

(player number of events event sequence duration range)

ii 1 5s-65s

(player number of events event sequence duration range)

iii 4 10s - 40s

(player number of events event sequence duration range)

iv 4 10s - 50s

(player number of events event sequence duration range)

v = 0 5s - 40s

i 0 10s - 20s

(player number of events event sequence duration range)

ii 1 10s - 35s

(player number of events event sequence duration range)

iii 3 5s - 30s

(player number of events event sequence duration range)

iv 3 10s - 25s

(player number of events event sequence duration range)

v = 0 5s - 70s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-45s$

(player number of events event sequence duration range)

ii 0 10s - 25s

(player number of events event sequence duration range)

iii 1 10s - 65s

(player number of events event sequence duration range)

iv 3 10s - 60s

(player number of events event sequence duration range)

v = 1 = 5s - 35s

i 1 5s-65s

(player number of events event sequence duration range)

ii 1 5s - 35s

(player number of events event sequence duration range)

iii 0 5s-45s

(player number of events event sequence duration range)

iv 2 5s-30s

(player number of events event sequence duration range)

v = 0 = 10s - 60s

i 2 10s - 30s

(player number of events event sequence duration range)

ii 1 5s - 50s

(player number of events event sequence duration range)

iii 0 10s - 60s

(player number of events event sequence duration range)

iv 0 15s-45s

(player number of events event sequence duration range)

v 1 20s - 30s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-25s$

(player number of events event sequence duration range)

ii 1 20s - 25s

(player number of events event sequence duration range)

iii 0 15s - 25s

(player number of events event sequence duration range)

iv 1 10s - 35s

(player number of events event sequence duration range)

v = 0 5s - 50s

i 0 15s - 20s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 2 5s - 30s

(player number of events event sequence duration range)

 $iv \hspace{1cm} 2 \hspace{1cm} 10s-40s$

(player number of events event sequence duration range)

v = 0 = 10s - 40s

 $i \hspace{1cm} 0 \hspace{1cm} 10s-40s$

(player number of events event sequence duration range)

ii 0 10s - 55s

(player number of events event sequence duration range)

iii 4 10s - 45s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 1 \hspace{1.5cm} 15s-65s$

(player number of events event sequence duration range)

v = 0 = 10s - 50s

i 3 10s - 25s

(player number of events event sequence duration range)

ii 0 10s - 25s

(player number of events event sequence duration range)

iii 1 10s - 40s

(player number of events event sequence duration range)

iv 0 10s - 40s

(player number of events event sequence duration range)

v 1 15s - 45s

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

(player number of events event sequence duration range)

ii 1 5s - 20s

(player number of events event sequence duration range)

iii 3 15s - 35s

(player number of events event sequence duration range)

iv 0 10s - 45s

(player number of events event sequence duration range)

v 1 15s - 20s

i 1 15s - 40s

(player number of events event sequence duration range)

ii 1 10s - 25s

(player number of events event sequence duration range)

iii 1 5s - 20s

(player number of events event sequence duration range)

iv 2 5s - 40s

(player number of events event sequence duration range)

v 3 5s-40s

i 3 10s - 30s

(player number of events event sequence duration range)

ii 4 10s - 45s

(player number of events event sequence duration range)

iii 0 15s - 20s

(player number of events event sequence duration range)

iv 3 10s - 35s

(player number of events event sequence duration range)

v = 0 20s - 30s

 $i \hspace{1cm} 1 \hspace{1cm} 10s-25s$

(player number of events event sequence duration range)

ii 2 10s - 50s

(player number of events event sequence duration range)

iii 1 5s-15s

(player number of events event sequence duration range)

iv 1 15s - 20s

(player number of events event sequence duration range)

v 0 15s - 65s

i 0 5s - 55s

(player number of events event sequence duration range)

ii 2 5s-40s

(player number of events event sequence duration range)

iii 2 10s - 30s

(player number of events event sequence duration range)

 $iv \qquad \qquad 4 \qquad \qquad 10s-25s$

(player number of events event sequence duration range)

v = 0 = 10s - 45s

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

(player number of events event sequence duration range)

ii 0 15s - 20s

(player number of events event sequence duration range)

iii 1 15s - 25s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 1 \hspace{1.5cm} 5s-15s \\$

(player number of events event sequence duration range)

v = 1 = 15s - 45s

i 3 10s - 30s

(player number of events event sequence duration range)

ii 4 10s - 25s

(player number of events event sequence duration range)

iii 0 15s-45s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 0 \hspace{1.5cm} 10s-40s$

(player number of events event sequence duration range)

v = 0 5s - 20s

i 0 10s - 50s

(player number of events event sequence duration range)

ii 2 15s - 35s

(player number of events event sequence duration range)

iii 1 10s - 40s

(player number of events event sequence duration range)

iv 1 5s - 50s

(player number of events event sequence duration range)

v 2 10s - 45s

 $i \hspace{1cm} 1 \hspace{1cm} 10s-40s$

(player number of events event sequence duration range)

ii 3 5s - 40s

(player number of events event sequence duration range)

iii 1 15s-45s

(player number of events event sequence duration range)

iv 0 5s-20s

(player number of events event sequence duration range)

v = 0 10s - 25s

i 0 10s - 25s

(player number of events event sequence duration range)

ii 1 10s - 20s

(player number of events event sequence duration range)

iii 3 10s - 40s

(player number of events event sequence duration range)

iv 0 10s - 35s

(player number of events event sequence duration range)

v = 0 15s - 35s

i 0 5s - 40s

(player number of events event sequence duration range)

ii 4 10s - 35s

(player number of events event sequence duration range)

iii 1 15s-25s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 15s-40s$

(player number of events event sequence duration range)

v = 0 = 10s - 50s

i 4 15s-35s

(player number of events event sequence duration range)

ii 2 10s - 20s

(player number of events event sequence duration range)

iii 1 15s - 50s

(player number of events event sequence duration range)

iv 0 5s-50s

(player number of events event sequence duration range)

v = 0 15s - 60s

i 3 10s - 50s

(player number of events event sequence duration range)

ii 0 5s - 50s

(player number of events event sequence duration range)

iii 1 0s - 25s

(player number of events event sequence duration range)

iv 1 15s - 65s

(player number of events event sequence duration range)

v 2 15s - 40s

i 0 15s - 40s

(player number of events event sequence duration range)

ii 0 15s - 55s

(player number of events event sequence duration range)

iii 3 15s-45s

(player number of events event sequence duration range)

iv 2 10s - 35s

(player number of events event sequence duration range)

v 2 10s - 30s

i 4 10s - 55s

(player number of events event sequence duration range)

ii 1 10s - 15s

(player number of events event sequence duration range)

iii 0 5s - 20s

(player number of events event sequence duration range)

 $iv \hspace{1cm} 3 \hspace{1cm} 10s-40s$

(player number of events event sequence duration range)

v 1 10s - 35s

i 0 5s - 40s

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 0 15s - 50s

(player number of events event sequence duration range)

iv 3 5s - 40s

(player number of events event sequence duration range)

v 1 15s - 30s

i 0 10s - 65s

(player number of events event sequence duration range)

ii 1 10s - 15s

(player number of events event sequence duration range)

iii 0 10s - 30s

(player number of events event sequence duration range)

iv 2 10s - 60s

(player number of events event sequence duration range)

v = 1 = 5s - 55s

i 1 5s-60s

(player number of events event sequence duration range)

ii 0 10s - 45s

(player number of events event sequence duration range)

iii 1 15s-45s

(player number of events event sequence duration range)

iv 0 10s - 15s

(player number of events event sequence duration range)

v 0 5s - 45s

i 0 10s - 60s

(player number of events event sequence duration range)

ii 0 10s - 45s

(player number of events event sequence duration range)

iii 1 5s - 20s

(player number of events event sequence duration range)

iv 0 15s - 20s

(player number of events event sequence duration range)

v = 0 5s - 55s

i 0 15s - 60s

(player number of events event sequence duration range)

ii 0 15s - 45s

(player number of events event sequence duration range)

iii 0 5s-20s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 5s-45s$

(player number of events event sequence duration range)

v = 0 5s - 15s

(player	number of events	event sequence duration range)
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$$i \hspace{1cm} 0 \hspace{1cm} 5s-20s$$

ii
$$0 0s - 50s$$

iii
$$1$$
 $5s-25s$

iv
$$0$$
 $15s - 40s$

v = 0 5s - 50s

i 1 1 10s - 50s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 0 5s-25s

(player number of events event sequence duration range)

iv 0 15s - 25s

(player number of events event sequence duration range)

v 1 15s - 40s

i 2 10s - 20s

(player number of events event sequence duration range)

ii 0 10s - 50s

(player number of events event sequence duration range)

iii 0 5s - 55s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 1 \hspace{1.5cm} 15s-40s$

(player number of events event sequence duration range)

v = 0 15s - 45s

 $i \hspace{1.5cm} 1 \hspace{1.5cm} 15s-40s \\$

(player number of events event sequence duration range)

ii 1 15s - 40s

(player number of events event sequence duration range)

iii 1 10s - 65s

(player number of events event sequence duration range)

 $iv \hspace{1.5cm} 1 \hspace{1.5cm} 20s-65s$

(player number of events event sequence duration range)

v = 1 = 5s - 30s

i 0 5s - 50s

(player number of events event sequence duration range)

ii 0 15s - 45s

(player number of events event sequence duration range)

iii 3 5s - 40s

(player number of events event sequence duration range)

iv 2 10s - 50s

(player number of events event sequence duration range)

v = 1 = 5s - 25s

i 4 10s - 25s

(player number of events event sequence duration range)

ii 1 10s - 50s

(player number of events event sequence duration range)

iii 3 10s - 50s

(player number of events event sequence duration range)

iv 1 10s - 20s

(player number of events event sequence duration range)

v 4 10s - 50s

 $i \hspace{1cm} 3 \hspace{1cm} 10s-45s$

(player number of events event sequence duration range)

ii 3 15s - 50s

(player number of events event sequence duration range)

iii 0 15s - 20s

(player number of events event sequence duration range)

iv 3 5s-45s

(player number of events event sequence duration range)

v 0 15s - 40s

i 1 10s - 35s

(player number of events event sequence duration range)

ii 2 10s - 25s

(player number of events event sequence duration range)

iii 0 5s - 30s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 20s-35s$

(player number of events event sequence duration range)

v = 0 = 10s - 30s

i 0 10s - 25s

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 1 10s - 40s

(player number of events event sequence duration range)

iv 0 15s - 30s

(player number of events event sequence duration range)

v 2 10s - 55s

i 1 5s-20s

(player number of events event sequence duration range)

ii 3 15s - 25s

(player number of events event sequence duration range)

iii 0 10s - 60s

(player number of events event sequence duration range)

iv 1 5s - 30s

(player number of events event sequence duration range)

v = 0 10s - 40s

i 3 10s - 50s

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 0 10s - 55s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 15s-30s$

(player number of events event sequence duration range)

v 1 15s - 60s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-25s$

(player number of events event sequence duration range)

ii 3 10s - 40s

(player number of events event sequence duration range)

iii 0 10s - 45s

(player number of events event sequence duration range)

iv 1 15s - 30s

(player number of events event sequence duration range)

v 1 10s - 35s

i 1 15s - 30s

(player number of events event sequence duration range)

ii 2 15s - 40s

(player number of events event sequence duration range)

iii 0 10s - 25s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 15s-20s$

(player number of events event sequence duration range)

v 2 15s - 25s

i 1 1 10s - 60s

(player number of events event sequence duration range)

ii 3 10s - 30s

(player number of events event sequence duration range)

iii 0 10s - 50s

(player number of events event sequence duration range)

iv 1 0s - 20s

(player number of events event sequence duration range)

v = 0 10s - 25s

i 0 5s - 20s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 4 5s-25s

(player number of events event sequence duration range)

iv 1 5s-60s

(player number of events event sequence duration range)

v 1 15s - 50s

i 4 10s-40s

(player number of events event sequence duration range)

ii 1 15s - 30s

(player number of events event sequence duration range)

iii 3 10s - 45s

(player number of events event sequence duration range)

iv 0 15s-20s

(player number of events event sequence duration range)

v = 0 = 0.05

i 2 10s - 25s

(player number of events event sequence duration range)

ii 1 0s - 45s

(player number of events event sequence duration range)

iii 0 10s - 35s

(player number of events event sequence duration range)

iv 3 5s-25s

(player number of events event sequence duration range)

v 1 15s - 50s

i 0 5s - 25s

(player number of events event sequence duration range)

ii 3 5s - 30s

(player number of events event sequence duration range)

iii 4 10s - 45s

(player number of events event sequence duration range)

iv 0 15s-20s

(player number of events event sequence duration range)

v 1 15s - 20s

i 2 10s - 40s

(player number of events event sequence duration range)

ii 3 5s - 50s

(player number of events event sequence duration range)

iii 1 15s - 20s

(player number of events event sequence duration range)

iv 1 10s - 60s

(player number of events event sequence duration range)

v = 0 15s - 20s

i 0 10s - 60s

(player number of events event sequence duration range)

ii 3 15s - 45s

(player number of events event sequence duration range)

iii 0 20s - 25s

(player number of events event sequence duration range)

iv 2 10s - 35s

(player number of events event sequence duration range)

v 3 15s - 40s

 $i \hspace{1cm} 4 \hspace{1cm} 10s-35s$

(player number of events event sequence duration range)

ii 2 10s - 25s

(player number of events event sequence duration range)

iii 0 10s - 65s

(player number of events event sequence duration range)

 $iv \qquad \qquad 0 \qquad \qquad 10s-25s$

(player number of events event sequence duration range)

v 2 10s - 25s

i 1 15s - 50s

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 2 10s-15s

(player number of events event sequence duration range)

iv 2 5s - 25s

(player number of events event sequence duration range)

v 1 10s - 40s

(player	number of events	event sequence duration range)

$$i$$
 0 $10s - 55s$

(player	number of	events	event	sequence	duration	range)
(prayer	mamber or	CVCIIOD	CACITO	bequeitee	adiamon	range,

ii
$$0 10s - 65s$$

/ -		
(player	number of events	event sequence duration range)

iii 0 10s - 30s

(player number of events event sequence duration range)

iv 3 5s-30s

(player number of events event sequence duration range)

v 1 15s - 20s

i 0 10s - 35s

(player number of events event sequence duration range)

ii 0 15s - 50s

(player number of events event sequence duration range)

iii 2 15s - 20s

(player number of events event sequence duration range)

5s - 50siv 2

(player number of events event sequence duration range)

V 0 15s - 50s

i 2 15s - 20s

(player number of events event sequence duration range)

ii 0 15s - 40s

(player number of events event sequence duration range)

iii 2 5s - 30s

(player number of events event sequence duration range)

iv 0 10s - 60s

(player number of events event sequence duration range)

v = 0 15s - 40s

i 0 5s - 15s

(player number of events event sequence duration range)

ii 2 10s - 35s

(player number of events event sequence duration range)

iii 0 5s - 35s

(player number of events event sequence duration range)

iv 0 10s - 25s

(player number of events event sequence duration range)

v 1 10s - 15s

i 1 0s - 25s

(player number of events event sequence duration range)

ii 0 10s - 20s

(player number of events event sequence duration range)

iii 1 10s - 20s

(player number of events event sequence duration range)

iv 1 10s-45s

(player number of events event sequence duration range)

v = 0 15s - 25s

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

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 2 15s - 25s

(player number of events event sequence duration range)

 $iv \hspace{1cm} 1 \hspace{1cm} 10s-25s$

(player number of events event sequence duration range)

v = 0 5s - 35s