

9.3

pages for 4 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 20m – ∞

(player number of events event sequence duration range)

i 2 10m – 50m

(player number of events event sequence duration range)

ii 0 0m –  $\infty$

(player number of events event sequence duration range)

iii 0 0m –  $\infty$

(player number of events event sequence duration range)

iv 0 0m –  $\infty$

(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 0 0m – ∞

(player number of events event sequence duration range)

iv 2 10m – 40m

(player number of events event sequence duration range)

i 2 10m – 55m

(player number of events event sequence duration range)

ii 0 0m –  $\infty$

(player number of events event sequence duration range)

iii 1 10m – 15m

(player number of events event sequence duration range)

iv 1 5m – 20m

(player number of events event sequence duration range)

i 3 10m – 40m

(player number of events event sequence duration range)

ii 0 0m –  $\infty$

(player number of events event sequence duration range)

iii 2 10m – 45m

(player number of events event sequence duration range)

iv 0 0m –  $\infty$

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 3 15s – 40s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 2 15s – 40s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 4 10s – 40s

(player number of events event sequence duration range)

iii 3 10s – 40s

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

i 4 10s – 40s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 1 15s – 45s

(player number of events event sequence duration range)

iv 1 20s – 40s

(player number of events event sequence duration range)

i 1 5s – 40s

(player number of events event sequence duration range)

ii 1 5s – 20s

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 1 20s – 25s

(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 2 10m – 40m

(player number of events event sequence duration range)

iv 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 10s – 65s

(player number of events event sequence duration range)

iv 2 10s – 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 2 15s – 50s

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 10s – 70s

(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)

i 0 0s – ∞

(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 2 10s – 45s

(player    number of events    event sequence duration range)

i              1                          5m – 50m

(player    number of events    event sequence duration range)

ii              1                          5m – 40m

(player    number of events    event sequence duration range)

iii              1                          10m – 30m

(player    number of events    event sequence duration range)

iv              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

i              1                          10m – 55m

(player    number of events    event sequence duration range)

ii              1                          5m – 20m

(player    number of events    event sequence duration range)

iii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

iv              2                          10m – 40m

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 3 5m – 45m

(player number of events event sequence duration range)

iii 2 10m – 35m

(player number of events event sequence duration range)

iv 0 0m – ∞

(player    number of events    event sequence duration range)

i              1                          5m – 30m

(player    number of events    event sequence duration range)

ii              1                          10m – 20m

(player    number of events    event sequence duration range)

iii              4                          10m – 45m

(player    number of events    event sequence duration range)

iv              1                          10m – 30m

(player number of events event sequence duration range)

i 0 0m –  $\infty$

(player number of events event sequence duration range)

ii 4 5m – 25m

(player number of events event sequence duration range)

iii 3 10m – 20m

(player number of events event sequence duration range)

iv 0 0m –  $\infty$

(player    number of events    event sequence duration range)

i            0                            0m –  $\infty$

(player    number of events    event sequence duration range)

ii            1                            15m – 70m

(player    number of events    event sequence duration range)

iii            3                            10m – 25m

(player    number of events    event sequence duration range)

iv            2                            10m – 35m

(player number of events event sequence duration range)

i 2 10s – 25s

(player number of events event sequence duration range)

ii 1 10s – 65s

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 1 10s – 55s

(player number of events event sequence duration range)

i 2 15s – 25s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 1 15s – 45s

(player number of events event sequence duration range)

i 1 5s – 10s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 1 5s – 55s

(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 – 45m

(player number of events event sequence duration range)

iv 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 5m – 25m

(player number of events event sequence duration range)

iv 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 0 0s – ∞

(player number of events event sequence duration range)

iv 2 10s – 35s

(player    number of events    event sequence duration range)

i              1                          10s – 65s

(player    number of events    event sequence duration range)

ii              2                          15s – 40s

(player    number of events    event sequence duration range)

iii              1                          15s – 40s

(player    number of events    event sequence duration range)

iv              0                          0s –  $\infty$

(player    number of events    event sequence duration range)

i              2                          15s – 30s

(player    number of events    event sequence duration range)

ii              1                          5s – 25s

(player    number of events    event sequence duration range)

iii              3                          10s – 35s

(player    number of events    event sequence duration range)

iv              0                          0s –  $\infty$

(player    number of events    event sequence duration range)

i            2                            10s – 40s

(player    number of events    event sequence duration range)

ii            3                            10s – 35s

(player    number of events    event sequence duration range)

iii            2                            5s – 25s

(player    number of events    event sequence duration range)

iv            2                            5s – 25s

(player    number of events    event sequence duration range)

i              3                          10s – 45s

(player    number of events    event sequence duration range)

ii              1                          10s – 60s

(player    number of events    event sequence duration range)

iii              2                          15s – 55s

(player    number of events    event sequence duration range)

iv              4                          10s – 45s

(player number of events event sequence duration range)

i 1 5s – 65s

(player number of events event sequence duration range)

ii 3 15s – 40s

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 0 0s –  $\infty$

(player number of events event sequence duration range)

i 3 10s – 30s

(player number of events event sequence duration range)

ii 1 10s – 60s

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 0 0s –  $\infty$

(player number of events event sequence duration range)

i 3 15m – 20m

(player number of events event sequence duration range)

ii 1 15m – 65m

(player number of events event sequence duration range)

iii 0 0m –  $\infty$

(player number of events event sequence duration range)

iv 1 5m – 20m

(player    number of events    event sequence duration range)

i            1                        5m – 30m

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ii            0                        0m –  $\infty$

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iii            0                        0m –  $\infty$

(player    number of events    event sequence duration range)

iv            0                        0m –  $\infty$

(player    number of events    event sequence duration range)

i            2                        5m – 35m

(player    number of events    event sequence duration range)

ii            0                        0m –  $\infty$

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iii            0                        0m –  $\infty$

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iv            0                        0m –  $\infty$

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i 0 15m – ∞

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iii 0 15m – ∞

(player number of events event sequence duration range)

iv 0 15m – ∞

(player number of events event sequence duration range)

i 1 5s – 50s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

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iii 0 0s –  $\infty$

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iv 1 5s – 20s

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iii 0 0s – ∞

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iv 1 5s – 25s

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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 – 35s

(player number of events event sequence duration range)

iv 4 10s – 35s

(player number of events event sequence duration range)

i 3 15s – 35s

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ii 0 0s –  $\infty$

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iii 3 5s – 30s

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iv 0 5s -  $\infty$

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i 0 0s – ∞

(player number of events event sequence duration range)

ii 0 0s – ∞

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iii 0 0s – ∞

(player number of events event sequence duration range)

iv 1 15s – 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 0 0s – ∞

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i              2                          10m – 30m

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iii 0 0m – ∞

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iv 3 15m – 30m

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i 2 10m – 25m

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ii 0 0m –  $\infty$

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iv 4 10m – 40m

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iii 0 0m –  $\infty$

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iv 2 5m – 35m

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ii 2 15s – 55s

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iii 2 5s – 20s

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iii 1 15s – 45s

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iv 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 – 50s

(player number of events event sequence duration range)

iv 0 0s – ∞

(player    number of events    event sequence duration range)

i              1                          5s – 65s

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ii              1                          10s – 35s

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iv              1                          5s – 50s

(player number of events event sequence duration range)

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iii 4 10m – 40m

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iv 0 0m – ∞

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ii 0 0s –  $\infty$

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iii 1 15s – 25s

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iv 1 15s – 25s

(player number of events event sequence duration range)

i 0 0m – ∞

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iii 3 15m – 30m

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iv 0 0m – ∞

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ii              3                          10m – 35m

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iii              0                          0m –  $\infty$

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iv              1                          15m – 25m

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i 0 0m –  $\infty$

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iv 1 5m – 15m

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i 0 0s – ∞

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ii 3 10s – 30s

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iii 0 0s – ∞

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iv 0 0s – ∞

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i 2 15s – 30s

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ii 1 5s – 35s

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iii 0 0s –  $\infty$

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iv 1 10s – 70s

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i              1                          5m – 30m

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iii              0                          0m –  $\infty$

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iv              1                          10m – 60m

(player number of events event sequence duration range)

i 3 10s – 45s

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ii 0 0s –  $\infty$

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iv 2 10s – 30s

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i              2                          15s – 35s

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iii              1                          15s – 50s

(player    number of events    event sequence duration range)

iv              0                          0s –  $\infty$

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i              3                          10s – 40s

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ii              1                          10s – 60s

(player    number of events    event sequence duration range)

iii              0                          0s –  $\infty$

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iv              0                          0s –  $\infty$

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iv 0 0s – ∞

(player number of events event sequence duration range)

i 1 5s – 25s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

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iii 0 0s –  $\infty$

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i 0 0s – ∞

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iv 0 0s –  $\infty$

(player number of events event sequence duration range)

i 1 5s – 15s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 0 0s –  $\infty$

(player    number of events    event sequence duration range)

i              3                          10m – 35m

(player    number of events    event sequence duration range)

ii              1                          15m – 30m

(player    number of events    event sequence duration range)

iii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

iv              0                          0m –  $\infty$

(player number of events event sequence duration range)

i 1 15m – 50m

(player number of events event sequence duration range)

ii 0 0m –  $\infty$

(player number of events event sequence duration range)

iii 0 0m –  $\infty$

(player number of events event sequence duration range)

iv 3 15m – 35m

(player    number of events    event sequence duration range)

i              4                                  15s – 35s

(player    number of events    event sequence duration range)

ii              1                                  15s – 40s

(player    number of events    event sequence duration range)

iii              1                                  15s – 30s

(player    number of events    event sequence duration range)

iv              2                                  5s – 55s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 5s – 45s

(player number of events event sequence duration range)

iii 2 10s – 50s

(player number of events event sequence duration range)

iv 3 5s – 40s

(player    number of events    event sequence duration range)

i              1                          5s – 35s

(player    number of events    event sequence duration range)

ii              2                          10s – 20s

(player    number of events    event sequence duration range)

iii              0                          0s –  $\infty$

(player    number of events    event sequence duration range)

iv              0                          0s –  $\infty$

(player    number of events    event sequence duration range)

i            2                            15s – 40s

(player    number of events    event sequence duration range)

ii            4                            10s – 35s

(player    number of events    event sequence duration range)

iii            0                            0s –  $\infty$

(player    number of events    event sequence duration range)

iv            0                            0s –  $\infty$

(player number of events event sequence duration range)

i 3 5s – 40s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 2 5s – 30s

(player number of events event sequence duration range)

i 2 10s – 40s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player number of events event sequence duration range)

iv 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 1 20s – 25s

(player number of events event sequence duration range)

iv 2 15s – 45s

(player number of events event sequence duration range)

i 1 15m – 20m

(player number of events event sequence duration range)

ii 1 15m – 35m

(player number of events event sequence duration range)

iii 1 15m – 20m

(player number of events event sequence duration range)

iv 0 0m –  $\infty$

(player number of events event sequence duration range)

i 2 10m – 50m

(player number of events event sequence duration range)

ii 1 5m – 55m

(player number of events event sequence duration range)

iii 1 10m – 45m

(player number of events event sequence duration range)

iv 3 5m – 40m