

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 – ∞

(player number of events event sequence duration range)

iii 0 0m – ∞

(player number of events event sequence duration range)

iv 0 0m – ∞

(player number of events event sequence duration range)

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 – ∞

(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 – ∞

(player number of events event sequence duration range)

iii 2 10m – 45m

(player number of events event sequence duration range)

iv 0 0m – ∞

(player number of events event sequence duration range)

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 – ∞

(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

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iii 0 0s – ∞

(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 – ∞

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iii 0 0s – ∞

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iii 0 0m – ∞

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ii 3 5m – 45m

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iii 2 10m – 35m

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iv 0 0m – ∞

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iii 4 10m – 45m

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iv 1 10m – 30m

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iii 3 10m – 20m

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iv 0 0m – ∞

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iii 3 10m – 25m

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iv 2 10m – 35m

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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 – ∞

(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