9.3
pages for 3 players
levin eric zimmermann

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

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 0s-40s$ 

(player number of events event sequence duration range)

iii 0 10s - 35s

i 0 5s - 50s

(player number of events event sequence duration range)

ii 1 10s - 20s

(player number of events event sequence duration range)

iii 1 5s - 50s

 $i \hspace{1cm} 2 \hspace{1cm} 5s-45s$ 

(player number of events event sequence duration range)

ii 0 15s - 30s

(player number of events event sequence duration range)

iii 1 15s - 35s

i 1 10s - 20s

(player number of events event sequence duration range)

ii 2 15s - 35s

(player number of events event sequence duration range)

iii 0 15s - 25s

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

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

(player number of events event sequence duration range)

iii 3 10s - 45s

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

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

(player number of events event sequence duration range)

iii 4 10s - 30s

i 3 10s - 30s

(player number of events event sequence duration range)

ii 0 10s - 55s

(player number of events event sequence duration range)

iii 4 10s - 40s

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

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 2 10s - 20s

i 0 15s - 40s

(player number of events event sequence duration range)

ii 0 15s - 50s

(player number of events event sequence duration range)

iii 3 10s - 30s

i 0 5s - 20s

(player number of events event sequence duration range)  $ii \qquad \qquad 3 \qquad \qquad 15s-35s$ 

(player number of events event sequence duration range)

iii 0 10s - 40s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-20s$ 

(player number of events event sequence duration range)

ii 0 10s - 45s

(player number of events event sequence duration range)

iii 1 15s - 55s

i 0 20s - 40s

(player number of events event sequence duration range)

ii 0 5s-45s

(player number of events event sequence duration range)

iii 1 5s - 35s

15s - 40s i 0

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

1

(player number of events event sequence duration range)

iii 0 5s - 45s

i 0 10s - 20s

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 10s-45s$ 

(player number of events event sequence duration range)

iii 2 10s - 45s

i 3 10s - 30s

(player number of events event sequence duration range)

ii 0 10s - 45s

(player number of events event sequence duration range)

iii 0 5s - 60s

 $i \hspace{1cm} 1 \hspace{1cm} 15s-20s$ 

(player number of events event sequence duration range)

ii 2 10s - 35s

(player number of events event sequence duration range)

iii 0 15s - 20s

10s - 25s i 3

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

1

(player number of events event sequence duration range)

iii 0 10s - 35s

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

(player number of events event sequence duration range)

ii 1 5s - 65s

(player number of events event sequence duration range)

iii 2 15s - 35s

i 4 10s-45s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 1 0s - 45s

i 0 15s - 30s

(player number of events event sequence duration range)

ii 0 10s - 60s

(player number of events event sequence duration range)

iii 4 10s - 30s

i 3 10s-40s

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

(player number of events event sequence duration range)

iii 0 5s-40s

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

(player number of events event sequence duration range)

ii 0 5s - 15s

(player number of events event sequence duration range)

iii 2 10s - 25s

 $i \hspace{1cm} 0 \hspace{1cm} 10s-25s$ 

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 5s-30s$ 

(player number of events event sequence duration range)

iii 0 15s - 30s

i 0 15s - 20s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \\ 5s-60s$ 

(player number of events event sequence duration range)

iii 0 10s - 25s

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

(player number of events event sequence duration range)

ii 1 5s-65s

(player number of events event sequence duration range)

iii 0 10s - 15s

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

(player number of events event sequence duration range)  $ii \qquad 2 \qquad \qquad 15s-30s$ 

\_ \_ \_ \_

(player number of events event sequence duration range)

iii 0 10s - 45s

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

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

(player number of events event sequence duration range)

iii 0 0s - 35s

 $i \hspace{1cm} 3 \hspace{1cm} 15s-25s$ 

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 1 10s - 40s

i 4 5s-55s

(player number of events event sequence duration range)

ii 2 5s - 30s

(player number of events event sequence duration range)

iii 1 5s - 40s

i 3 5s - 35s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 10s-50s$ 

(player number of events event sequence duration range)

iii 1 10s - 35s

15s - 40s i 0

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

1

(player number of events event sequence duration range)

iii 2 10s - 35s

 $i \hspace{1cm} 0 \hspace{1cm} 10s-15s$ 

(player number of events event sequence duration range)

ii 0 10s - 45s

(player number of events event sequence duration range)

iii 1 15s - 20s

i 0 10s - 25s

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 1 20s - 25s

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

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \\ 5s - 30s$ 

(player number of events event sequence duration range)

iii 0 15s - 25s

i 0 5s - 25s

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 1 5s - 20s

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

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

(player number of events event sequence duration range)

iii 0 10s - 40s

i 1 0s - 45s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 5s-15s$ 

(player number of events event sequence duration range)

iii 0 15s-45s

i 2 10s - 40s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 5s-55s$ 

(player number of events event sequence duration range)

iii 0 15s - 25s

 $i \hspace{1cm} 2 \hspace{1cm} 5s-40s$ 

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 10s-65s$ 

(player number of events event sequence duration range)

iii 0 5s - 60s

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

(player number of events event sequence duration range)

ii 2 15s - 50s

(player number of events event sequence duration range)

iii 0 15s - 20s

i 2 10s - 40s

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 3 10s - 45s

i 3 10s-40s

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

(player number of events event sequence duration range)

iii 2 10s - 20s

i 0 10s - 50s

(player number of events event sequence duration range)

ii 4 10s - 20s

(player number of events event sequence duration range)

iii 0 10s - 20s

i 0 10s - 30s

(player number of events event sequence duration range)

ii 2 5s - 30s

(player number of events event sequence duration range)

iii 1 20s - 25s

i 0 15s - 50s

(player number of events event sequence duration range)

ii 0 10s - 50s

(player number of events event sequence duration range)

iii 1 10s - 20s

i 0 10s - 20s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 0s-25s$ 

(player number of events event sequence duration range)

iii 0 15s - 65s

 $i \hspace{1cm} 0 \hspace{1cm} 5s-15s$ 

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 5s-20s$ 

(player number of events event sequence duration range)

iii 0 20s - 25s

i 0 10s - 65s

(player number of events event sequence duration range)

ii 0 10s - 20s

(player number of events event sequence duration range)

iii 2 10s - 40s

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

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 20s-60s$ 

(player number of events event sequence duration range)

iii 1 10s - 60s

 $i \hspace{1cm} 2 \hspace{1cm} 15s-55s$ 

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 5s-15s$ 

(player number of events event sequence duration range)

iii 4 10s - 45s

 $i \hspace{1cm} 1 \hspace{1cm} 15s-20s$ 

(player number of events event sequence duration range)  $ii \qquad \qquad 3 \qquad \qquad 10s-45s$ 

(player number of events event sequence duration range)

iii 2 10s - 40s

i 0 10s - 60s

(player number of events event sequence duration range)

ii 4 10s - 45s

(player number of events event sequence duration range)

iii 1 15s - 20s

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

(player number of events event sequence duration range)

ii 0 10s - 15s

(player number of events event sequence duration range)

iii 4 15s-45s

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

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 10s-35s$ 

(player number of events event sequence duration range)

iii 1 10s - 35s

i 1 20s - 60s

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 20s-60s$ 

(player number of events event sequence duration range)

iii 0 10s - 65s

 $i \hspace{1cm} 0 \hspace{1cm} 10s-15s$ 

(player number of events event sequence duration range)

ii 0 5s - 50s

(player number of events event sequence duration range)

iii 3 5s - 35s

 $i \hspace{1cm} 1 \hspace{1cm} 15s-20s$ 

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 0 5s - 20s

i 1 10s - 70s

(player number of events event sequence duration range)

ii 1 10s - 60s

(player number of events event sequence duration range)

iii 0 10s - 30s

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

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 5s-15s$ 

(player number of events event sequence duration range)

iii 1 5s - 30s

 $i \hspace{1cm} 2 \hspace{1cm} 15s-55s$ 

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

(player number of events event sequence duration range)

iii 0 20s - 30s

 $i \hspace{1cm} 1 \hspace{1cm} 15s-20s$ 

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

(player number of events event sequence duration range)

iii 0 10s - 45s

 $i \hspace{1cm} 2 \hspace{1cm} 5s-55s$ 

(player number of events event sequence duration range)

ii 0 15s - 30s

(player number of events event sequence duration range)

iii 2 5s-45s

 $i \hspace{1cm} 5s-45s$ 

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 20s-35s$ 

(player number of events event sequence duration range)

iii 0 15s - 55s

i 3 15s - 35s

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 10s-60s$ 

(player number of events event sequence duration range)

iii 1 20s - 60s

i 2 5s-50s

(player number of events event sequence duration range)

ii 0 15s - 35s

(player number of events event sequence duration range)

iii 0 15s - 55s

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

(player number of events event sequence duration range)

ii 0 15s - 20s

(player number of events event sequence duration range)

iii 1 5s-25s

i 0 10s-40s

(player number of events event sequence duration range)

ii 0 10s - 30s

(player number of events event sequence duration range)

iii 1 5s-15s

 $i \hspace{1cm} 1 \hspace{1cm} 15s-20s$ 

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 10s-35s$ 

(player number of events event sequence duration range)

iii 0 10s - 60s

i 0 10s - 35s

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

(player number of events event sequence duration range)

iii 1 10s - 25s

i 1 5s - 10s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 0 15s - 35s

i 1 0s - 30s

(player number of events event sequence duration range)

ii 0 15s - 40s

(player number of events event sequence duration range)

iii 1 10s - 25s

i 1 5s - 20s

(player number of events event sequence duration range)

ii 0 15s - 55s

(player number of events event sequence duration range)

iii 0 10s - 20s

i 2 10s - 30s

(player number of events event sequence duration range)

ii 0 15s - 25s

(player number of events event sequence duration range)

iii 0 5s - 30s

i 0 10s - 55s

(player number of events event sequence duration range)

ii 4 15s - 40s

(player number of events event sequence duration range)

iii 0 10s - 40s

i 2 10s - 30s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 10s-25s$ 

(player number of events event sequence duration range)

iii 0 15s - 30s

i 2 5s-30s

(player number of events event sequence duration range)

ii 2 5s-40s

(player number of events event sequence duration range)

iii 4 10s - 40s

i 3 5s - 60s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 10s-35s$ 

(player number of events event sequence duration range)

iii 2 10s - 20s

i 0 20s - 50s

(player number of events event sequence duration range)

ii 1 10s - 35s

(player number of events event sequence duration range)

iii 4 10s - 30s

 $i \hspace{1cm} 1 \hspace{1cm} 15s-20s$ 

(player number of events event sequence duration range)

ii 0 10s - 35s

(player number of events event sequence duration range)

iii 3 5s - 40s

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

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 5s-50s$ 

(player number of events event sequence duration range)

iii 1 5s - 40s

i 0 10s - 55s

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 10s-35s$ 

(player number of events event sequence duration range)

iii 2 10s - 45s

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

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 5s-40s$ 

(player number of events event sequence duration range)

iii 0 10s - 55s

 $i \hspace{1cm} 20s-25s$ 

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

(player number of events event sequence duration range)

iii 1 5s - 55s

i 0 5s - 60s

(player number of events event sequence duration range)

ii 2 10s - 55s

(player number of events event sequence duration range)

iii 0 10s - 65s

i 0 5s - 40s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \\ 5s-25s$ 

(player number of events event sequence duration range)

iii 0 5s-25s

 $i \hspace{1cm} 2 \hspace{1cm} 10s-35s$ 

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

(player number of events event sequence duration range)

iii 1 10s - 50s

 $i \hspace{1cm} 0 \hspace{1cm} 5s-35s$ 

(player number of events event sequence duration range)

ii 4 10s - 40s

(player number of events event sequence duration range)

iii 1 5s - 40s

i 4 10s - 35s

(player number of events event sequence duration range)

ii 3 15s - 35s

(player number of events event sequence duration range)

iii 0 10s - 40s

i 3 5s - 30s

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 5s-25s$ 

(player number of events event sequence duration range)

iii 4 10s - 45s

 $i \hspace{1cm} 1 \hspace{1cm} 15s-20s$ 

(player number of events event sequence duration range)

ii 4 10s - 40s

(player number of events event sequence duration range)

iii 0 0s - 55s

i 3 10s - 30s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 5s-30s$ 

(player number of events event sequence duration range)

iii 0 10s - 40s

i 0 15s - 20s

(player number of events event sequence duration range)

ii 0 10s - 25s

(player number of events event sequence duration range)

iii 2 15s - 35s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-35s$ 

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

(player number of events event sequence duration range)

iii 0 15s - 40s

 $i \hspace{1cm} 0 \hspace{1cm} 5s-35s$ 

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 20s-50s$ 

(player number of events event sequence duration range)

iii 0 10s - 35s

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

(player number of events event sequence duration range)  $ii \qquad 0 \qquad \qquad 5s-70s$ 

(player number of events event sequence duration range)

iii 0 10s - 30s

i 0 10s - 20s

(player number of events event sequence duration range)

ii 0 10s - 40s

(player number of events event sequence duration range)

iii 0 15s - 40s

 $i \hspace{1cm} 0 \hspace{1cm} 15s-35s$ 

(player number of events event sequence duration range)

ii 2 10s - 40s

(player number of events event sequence duration range)

iii 0 10s - 30s

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

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

(player number of events event sequence duration range)

iii 1 15s - 35s

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

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \qquad \qquad 0s-50s$ 

(player number of events event sequence duration range)

iii 0 10s - 35s

i 1 5s - 30s

(player number of events event sequence duration range)  $ii \qquad \qquad 1 \\ 5s - 30s$ 

(player number of events event sequence duration range)

iii 1 10s - 20s