

9.3

pages for 4 players

levin eric zimmermann

0

(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 0 20s - ∞

(player number of events event sequence duration range)

i 2 10s – 50s

(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 0 0s – ∞

(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 0 0s – ∞

(player number of events event sequence duration range)

iv 2 10s – 40s

(player number of events event sequence duration range)

i 2 10s – 55s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 1 10s – 15s

(player number of events event sequence duration range)

iv 1 5s – 20s

(player number of events event sequence duration range)

i 3 10s – 40s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 2 10s – 45s

(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 3 10s – 35s

(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 0 0s – ∞

(player number of events event sequence duration range)

ii 4 10s – 35s

(player number of events event sequence duration range)

iii 3 10s – 35s

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

i 4 10s – 45s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 1 20s – 60s

(player number of events event sequence duration range)

iv 1 5s – 30s

(player number of events event sequence duration range)

i 1 10s – 20s

(player number of events event sequence duration range)

ii 1 10s – 35s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 1 10s – 55s

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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 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 1 15s – 70s

(player number of events event sequence duration range)

iv 2 5s – 25s

(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 5s – 20s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 0 0s – ∞

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iii 0 0s – ∞

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iv 2 5s – 35s

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iii 2 15s – 60s

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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 1 10s - 15s

(player number of events event sequence duration range)

iii 0 0s - ∞

(player number of events event sequence duration range)

iv 2 10s - 30s

(player number of events event sequence duration range)

i 2 10s – 35s

(player number of events event sequence duration range)

ii 2 15s – 50s

(player number of events event sequence duration range)

iii 1 15s – 20s

(player number of events event sequence duration range)

iv 0 0s – ∞

(player number of events event sequence duration range)

i 4 10s – 45s

(player number of events event sequence duration range)

ii 1 15s – 20s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player number of events event sequence duration range)

iv 0 0s – ∞