

9.3

pages for 3 players

levin eric zimmermann

0

(player number of events event sequence duration range)

i 1 15m – 40m

(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)

i                0                            0m –  $\infty$

(player    number of events    event sequence duration range)

ii                1                            10m – 20m

(player    number of events    event sequence duration range)

iii               1                            5m – 50m

(player    number of events    event sequence duration range)

i                2                            5m – 45m

(player    number of events    event sequence duration range)

ii                0                            0m –  $\infty$

(player    number of events    event sequence duration range)

iii               1                            15m – 35m

(player    number of events    event sequence duration range)

i              1                          10m – 20m

(player    number of events    event sequence duration range)

ii              2                          15m – 35m

(player    number of events    event sequence duration range)

iii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

i                1                            15m – 45m

(player    number of events    event sequence duration range)

ii                0                            0m –  $\infty$

(player    number of events    event sequence duration range)

iii               3                            10m – 45m

(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 4 5s – 45s

(player number of events event sequence duration range)

i 3 10s – 50s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 4 10s – 30s

(player number of events event sequence duration range)

i 2 15s – 25s

(player number of events event sequence duration range)

ii 0 0s – ∞

(player number of events event sequence duration range)

iii 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 3 10s – 30s

(player    number of events    event sequence duration range)

i                0                            0m –  $\infty$

(player    number of events    event sequence duration range)

ii                3                            10m – 30m

(player    number of events    event sequence duration range)

iii               0                            0m –  $\infty$

(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 5s – 65s

(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 – 55s

(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)

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 – 55s

(player    number of events    event sequence duration range)

i                3                            5m – 25m

(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)

i                1                            5m – 45m

(player    number of events    event sequence duration range)

ii                2                            10m – 35m

(player    number of events    event sequence duration range)

iii               0                            0m –  $\infty$

(player    number of events    event sequence duration range)

i              3                          10m – 30m

(player    number of events    event sequence duration range)

ii              1                          15m – 25m

(player    number of events    event sequence duration range)

iii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

i              2                          15m – 50m

(player    number of events    event sequence duration range)

ii              1                          10m – 20m

(player    number of events    event sequence duration range)

iii              2                          10m – 35m

(player    number of events    event sequence duration range)

i              4                          10m – 30m

(player    number of events    event sequence duration range)

ii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

iii              1                          10m – 50m

(player    number of events    event sequence duration range)

i              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

ii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

iii              4                          15m – 45m

(player    number of events    event sequence duration range)

i                3                            10s – 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)

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 – 35s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 10s – 50s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player    number of events    event sequence duration range)

i                0                            0m –  $\infty$

(player    number of events    event sequence duration range)

ii                1                            15m – 50m

(player    number of events    event sequence duration range)

iii               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                              10m – 45m

(player    number of events    event sequence duration range)

iii               0                              0m –  $\infty$

(player number of events event sequence duration range)

i 0 0s - ∞

(player number of events event sequence duration range)

ii 2 10s - 40s

(player number of events event sequence duration range)

iii 0 0s - ∞

(player    number of events    event sequence duration range)

i              3                          5s – 45s

(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)

i              3                          10s – 35s

(player    number of events    event sequence duration range)

ii              0                          0s –  $\infty$

(player    number of events    event sequence duration range)

iii              1                          10s – 20s

(player number of events event sequence duration range)

i 4 10s – 45s

(player number of events event sequence duration range)

ii 2 15s – 35s

(player number of events event sequence duration range)

iii 1 10s – 50s

(player    number of events    event sequence duration range)

i              3                          10s – 25s

(player    number of events    event sequence duration range)

ii              1                          15s – 20s

(player    number of events    event sequence duration range)

iii              1                          5s – 25s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 15s – 40s

(player number of events event sequence duration range)

iii 2 10s – 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 1 5s – 30s

(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 – 60m

(player number of events event sequence duration range)

i 0 0m –  $\infty$

(player number of events event sequence duration range)

ii 1 10m – 20m

(player number of events event sequence duration range)

iii 0 0m –  $\infty$

(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 10m – 15m

(player    number of events    event sequence duration range)

i              1                          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)

i 1 5s – 55s

(player number of events event sequence duration range)

ii 1 10s – 45s

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player    number of events    event sequence duration range)

i              2                          15s – 40s

(player    number of events    event sequence duration range)

ii              1                          10s – 25s

(player    number of events    event sequence duration range)

iii              0                          0s –  $\infty$

(player number of events event sequence duration range)

i 2 10s – 30s

(player number of events event sequence duration range)

ii 1 10s – 40s

(player number of events event sequence duration range)

iii 0 0s –  $\infty$

(player    number of events    event sequence duration range)

i              2                          5s – 20s

(player    number of events    event sequence duration range)

ii              2                          5s – 40s

(player    number of events    event sequence duration range)

iii             0                          0s –  $\infty$

(player number of events event sequence duration range)

i 2 10s – 25s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

iii 3 15s – 25s

(player    number of events    event sequence duration range)

i                3                                  10s – 35s

(player    number of events    event sequence duration range)

ii                1                                  15s – 45s

(player    number of events    event sequence duration range)

iii               2                                  10s – 40s

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 4 10m – 35m

(player number of events event sequence duration range)

iii 0 0m – ∞

(player    number of events    event sequence duration range)

i                0                              0m –  $\infty$

(player    number of events    event sequence duration range)

ii                2                              15m – 55m

(player    number of events    event sequence duration range)

iii               1                              5m – 30m

(player    number of events    event sequence duration range)

i            0                        0m –  $\infty$

(player    number of events    event sequence duration range)

ii            0                        0m –  $\infty$

(player    number of events    event sequence duration range)

iii           1                        20m – 45m

(player number of events event sequence duration range)

i 0 0s - ∞

(player number of events event sequence duration range)

ii 1 15s - 65s

(player number of events event sequence duration range)

iii 0 0s - ∞

(player number of events event sequence duration range)

i 0 0s - ∞

(player number of events event sequence duration range)

ii 1 15s - 65s

(player number of events event sequence duration range)

iii 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 – 35s

(player    number of events    event sequence duration range)

i                2                                  15s – 30s

(player    number of events    event sequence duration range)

ii                1                                  5s – 20s

(player    number of events    event sequence duration range)

iii               1                                  15s – 55s

(player    number of events    event sequence duration range)

i                2                              10m – 30m

(player    number of events    event sequence duration range)

ii                0                              0m –  $\infty$

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iii               4                              10m – 30m

(player    number of events    event sequence duration range)

i                1                                  10m – 55m

(player    number of events    event sequence duration range)

ii                3                                  10m – 25m

(player    number of events    event sequence duration range)

iii               2                                  5m – 40m

(player    number of events    event sequence duration range)

i                0                              0m –  $\infty$

(player    number of events    event sequence duration range)

ii                4                              10m – 30m

(player    number of events    event sequence duration range)

iii               1                              5m – 35m

(player    number of events    event sequence duration range)

i                1                            15m – 30m

(player    number of events    event sequence duration range)

ii                0                            0m –  $\infty$

(player    number of events    event sequence duration range)

iii               4                            10m – 30m

(player    number of events    event sequence duration range)

i                0                            0m –  $\infty$

(player    number of events    event sequence duration range)

ii                1                            5m – 20m

(player    number of events    event sequence duration range)

iii               1                            15m – 20m

(player    number of events    event sequence duration range)

i                1                            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)

i 0 0s - ∞

(player number of events event sequence duration range)

ii 0 0s - ∞

(player number of events event sequence duration range)

iii 3 5s - 45s

(player    number of events    event sequence duration range)

i                1                            5s – 35s

(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)

i              1                          10s – 35s

(player    number of events    event sequence duration range)

ii              1                          15s – 35s

(player    number of events    event sequence duration range)

iii             0                          0s –  $\infty$

(player    number of events    event sequence duration range)

i                0                              0m –  $\infty$

(player    number of events    event sequence duration range)

ii                1                              5m – 45m

(player    number of events    event sequence duration range)

iii               1                              15m – 65m

(player    number of events    event sequence duration range)

i                2                              10m – 40m

(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)

i 0 0m –  $\infty$

(player number of events event sequence duration range)

ii 4 10m – 30m

(player number of events event sequence duration range)

iii 0 0m –  $\infty$

(player    number of events    event sequence duration range)

i              3                          15m – 50m

(player    number of events    event sequence duration range)

ii              3                          5m – 50m

(player    number of events    event sequence duration range)

iii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

i              1                          5m – 70m

(player    number of events    event sequence duration range)

ii              2                          5m – 40m

(player    number of events    event sequence duration range)

iii              0                          0m –  $\infty$

(player number of events event sequence duration range)

i 0 0m –  $\infty$

(player number of events event sequence duration range)

ii 4 15m – 35m

(player number of events event sequence duration range)

iii 1 5m – 10m

(player    number of events    event sequence duration range)

i                2                              10m – 45m

(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)

i            0                            0m –  $\infty$

(player    number of events    event sequence duration range)

ii            1                            15m – 45m

(player    number of events    event sequence duration range)

iii          1                            10m – 30m

(player    number of events    event sequence duration range)

i              1                          15s – 60s

(player    number of events    event sequence duration range)

ii              1                          10s – 30s

(player    number of events    event sequence duration range)

iii             0                          0s –  $\infty$

(player number of events event sequence duration range)

i 0 0s - ∞

(player number of events event sequence duration range)

ii 1 10s - 40s

(player number of events event sequence duration range)

iii 0 0s - ∞

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 20s – 25s

(player number of events event sequence duration range)

iii 0 0s – ∞

(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 – 30m

(player    number of events    event sequence duration range)

i                1                            15m – 20m

(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)

i            0                        0m –  $\infty$

(player    number of events    event sequence duration range)

ii            2                        5m – 30m

(player    number of events    event sequence duration range)

iii          1                        15m – 35m

(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               2                              5s – 35s

(player    number of events    event sequence duration range)

i              1                          5s – 30s

(player    number of events    event sequence duration range)

ii              1                          5s – 55s

(player    number of events    event sequence duration range)

iii              4                          10s – 35s

(player number of events event sequence duration range)

i 3 5s – 45s

(player number of events event sequence duration range)

ii 0 0s –  $\infty$

(player number of events event sequence duration range)

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(player    number of events    event sequence duration range)

i              3                          5m – 45m

(player    number of events    event sequence duration range)

ii              2                          10m – 25m

(player    number of events    event sequence duration range)

iii              4                          10m – 55m

(player    number of events    event sequence duration range)

i              4                          15m – 50m

(player    number of events    event sequence duration range)

ii              0                          0m –  $\infty$

(player    number of events    event sequence duration range)

iii              2                          15m – 40m

(player number of events event sequence duration range)

i 0 0m -  $\infty$

(player number of events event sequence duration range)

ii 1 10m - 30m

(player number of events event sequence duration range)

iii 1 10m - 50m

(player number of events event sequence duration range)

i 2 10m – 50m

(player number of events event sequence duration range)

ii 1 5m – 70m

(player number of events event sequence duration range)

iii 1 10m – 25m

(player    number of events    event sequence duration range)

i                2                              10s – 60s

(player    number of events    event sequence duration range)

ii                0                              0s –  $\infty$

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iii               0                              0s –  $\infty$

(player number of events event sequence duration range)

i 0 0s - ∞

(player number of events event sequence duration range)

ii 1 10s - 15s

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iii 0 0s - ∞

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 2 10s – 30s

(player number of events event sequence duration range)

iii 0 0s – ∞

(player    number of events    event sequence duration range)

i                2                              10m – 35m

(player    number of events    event sequence duration range)

ii                0                              0m –  $\infty$

(player    number of events    event sequence duration range)

iii               0                              0m –  $\infty$

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i                1                            15s – 60s

(player    number of events    event sequence duration range)

ii                0                            0s –  $\infty$

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iii               0                            0s –  $\infty$

(player number of events event sequence duration range)

i 1 15s – 20s

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ii 0 0s – ∞

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iii 1 15s – 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 3 10s – 30s

(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

ii 1 15s – 50s

(player number of events event sequence duration range)

iii 1 10s – 20s

(player number of events event sequence duration range)

i 0 0s -  $\infty$

(player number of events event sequence duration range)

ii 0 0s -  $\infty$

(player number of events event sequence duration range)

iii 4 10s - 35s

(player    number of events    event sequence duration range)

i              4                          10s – 35s

(player    number of events    event sequence duration range)

ii              0                          0s –  $\infty$

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iii              0                          0s –  $\infty$

(player number of events event sequence duration range)

i 0 0m – ∞

(player number of events event sequence duration range)

ii 3 10m – 35m

(player number of events event sequence duration range)

iii 2 10m – 25m

(player    number of events    event sequence duration range)

i                2                              15m – 50m

(player    number of events    event sequence duration range)

ii                0                              0m –  $\infty$

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(player number of events event sequence duration range)

i 0 0s - ∞

(player number of events event sequence duration range)

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i 0 10s -  $\infty$

(player number of events event sequence duration range)

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(player number of events event sequence duration range)

i 0 0s – ∞

(player number of events event sequence duration range)

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(player number of events event sequence duration range)

iii 1 20s – 30s

(player number of events event sequence duration range)

i 0 0s -  $\infty$

(player number of events event sequence duration range)

ii 0 15s -  $\infty$

(player number of events event sequence duration range)

iii 0 0s -  $\infty$

(player number of events event sequence duration range)

i 0 0s - ∞

(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)

i 2 15s – 40s

(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)

i                2                                  20s – 35s

(player    number of events    event sequence duration range)

ii                0                                  0s –  $\infty$

(player    number of events    event sequence duration range)

iii               1                                  10s – 65s

(player number of events event sequence duration range)

i 0 0m –  $\infty$

(player number of events event sequence duration range)

ii 2 10m – 20m

(player number of events event sequence duration range)

iii 0 0m –  $\infty$

(player number of events event sequence duration range)

i 1 10m – 15m

(player number of events event sequence duration range)

ii 2 15m – 40m

(player number of events event sequence duration range)

iii 3 10m – 45m