

Fortitudo							BCV Caluso														
P1	P6	P5	P4	P3	P2	1st attack after pos. reception (R+#)							P1	P6	P5	P4	P3	P2			
Pts diff	2	2	2	-14	0	2	Err	Blo	K%	Tot	Tot	K%	Blo	Err	Pts diff	8	4	0	3	-7	-2
N srv	9	11	13	10	13	16	4	0	11%	19	18	17%	0	5	N srv	21	19	8	9	8	11
BP%	44%	55%	69%	30%	46%	56%	1st attack after neg. reception (R-I)							BP%	67%	63%	38%	56%	38%	45%	
srvEff%	44%	-27%	15%	0%	-46%	19%	Err	Blo	K%	Tot	Tot	K%	Blo	Err	srvEff%	-29%	16%	25%	0%	12%	-45%
N rec	3	5	10	24	11	14	0	0	13%	15	11	36%	0	4	N rec	11	12	7	8	17	13
modSO%	67%	40%	30%	25%	45%	50%	Attack in transition							modSO%	45%	42%	57%	62%	35%	46%	
recEff%	33%	60%	-40%	8%	-9%	14%	Err	Blo	K%	Tot	Tot	K%	Blo	Err	recEff%	55%	-25%	14%	-12%	18%	-8%
							17	0	10%	49	57	18%	0	14							

BP Break point

Err Errors

Pos% Positive + #

K% Attack kill%

Blo Blocked

Srv eff% Serve efficiency
(Ace + Pos. - Err - Poor) / N

Rec eff% Reception efficiency
(Perf + Pos. - Err - Overpasses) / N

Px Setter in x

modSO% SO% on non-error serves

Starting position

Starting setter

Substituted for player p

Timeout