

					-	
	P1	P6	P5	P4	P3	P2
Pts diff	-1	5	-1	-5	4	8
N srv	17	18	14	13	18	27
BP%	41%	44%	36%	23%	44%	52%
srvEff%	-53%	-11%	-14%	-69%	-72%	-22%
N rec	18	9	13	14	18	15
SO%	50%	78%	54%	50%	61%	60%
recEff%	6%	33%	8%	50%	22%	33%

1st attack after pos. reception (R+#)							
Err	Blo	Κ%	Tot	Tot	Κ%	Blo	Err
7	0	33%	24	25	20%	1	5
1st attack after neg. reception (R-!)							
_							
Err	Blo	Κ%	Tot	Tot	K%	Blo	Err
Err 1	Blo 0				K% 21%		Err 2
		25%		14	21%		
	0	25%	12 Attack	14 c on c	21%	0	

P1	P6	P5	P4	P3	P2
-10	-1	-3	1	5	-2
22	20	19	11	16	13
36%	35%	47%	18%	44%	31%
-14%	-40%	-5%	-27%	-6%	-77%
25	17	19	6	6	13
32%	65%	42%	83%	67%	38%
32%	41%	26%	-17%	50%	46%
	-10 22 36% -14% 25 32%	-10 -1 22 20 36% 35% -14% -40% 25 17 32% 65%	-10 -1 -3 22 20 19 36% 35% 47% -14% -40% -5% 25 17 19 32% 65% 42%	-10 -1 -3 1 22 20 19 11 36% 35% 47% 18% -14% -40% -5% -27% 25 17 19 6 32% 65% 42% 83%	-10 -1 -3 1 5 22 20 19 11 16 36% 35% 47% 18% 44% -14% -40% -5% -27% -6% 25 17 19 6 6

BP	Break point
Err	Errors
Pos%	Positive +#
K%	Attack kill%
Blo	Blocked
srvEff%	Serve efficiency (Ace + Pos - Err - Poor) / N
recEff%	Reception efficiency (Perf + Pos - Err - Overpasses) / N
Px	Setter in x
n	Starting position
n	Starting setter
P	Substituted for player p