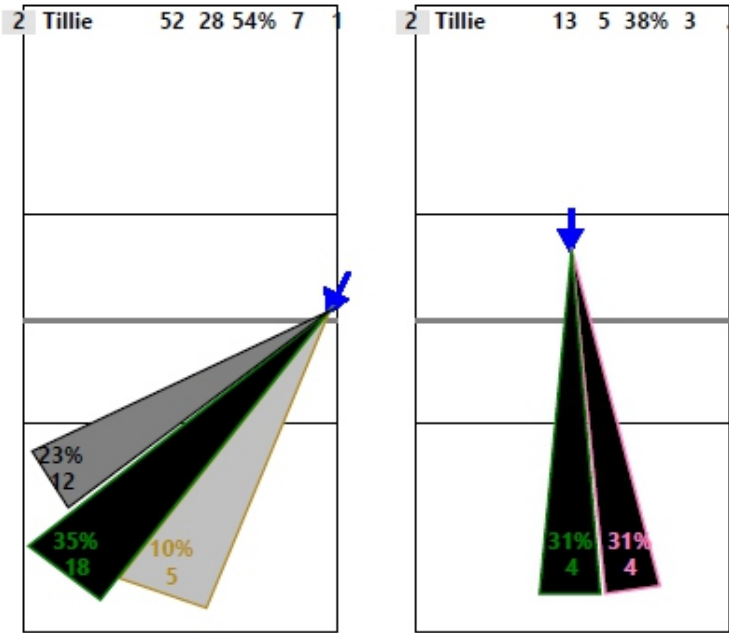


Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
1 Zatorski	Reception				.	64%	200	12	6%	12	.	4	2%	.	.	32	16%	24	12%	66	33%	62	31%	.	.
	Dig				.	52%	152	30	20%	5	25	14	9%	.	.	11	7%	32	21%	16	11%	49	32%	.	.
	Set				.	50%	24	2	8%	2	.	1	4%	.	.	6	25%	.	.	15	62%	.	.	.	.
1 Zatorski	Reception				.	64%	200	12	6%	12	.	4	2%	.	.	32	16%	24	12%	66	33%	62	31%	.	.
		Mediu			.	69%	64	3	5%	3	.	.	.	.	.	9	14%	8	12%	26	41%	18	28%	.	.
		Quick			.	62%	134	9	7%	9	.	4	3%	.	.	23	17%	15	11%	40	30%	43	32%	.	.
		Tense			.	50%	2	.	.	.	.	.	.	.	.	.	.	1	50%	.	.	1	50%	.	.

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
2 Tillie	Serve				.	-1%	99	6	6%	.	6	3	3%	.	.	53	54%	13	13%	22	22%	2	2%	2	.
	Reception				.	58%	194	9	5%	9	.	14	7%	.	.	33	17%	26	13%	61	31%	51	26%	.	.
	Attack				.	29%	141	9	6%	4	5	13	9%	.	.	31	22%	14	10%	11	8%	63	45%	17	46
	Atk after Rec				.	31%	81	3	4%	3	.	10	12%	.	.	18	22%	6	7%	6	7%	38	47%	.	38
	Transition				.	27%	60	6	10%	1	5	3	5%	.	.	13	22%	8	13%	5	8%	25	42%	17	8
	Block				.	-29%	49	24	49%	.	.	3	6%	.	3	1	2%	8	16%	6	12%	7	14%	7	.
	Dig				.	53%	75	20	27%	4	16	7	9%	.	.	6	8%	9	12%	5	7%	28	37%	.	.
	Set				.	38%	16	3	19%	2	1	1	6%	.	.	2	12%	.	.	10	62%	.	.	.	.
2 Tillie	Reception				.	58%	194	9	5%	9	.	14	7%	.	.	33	17%	26	13%	61	31%	51	26%	.	.
	Mediu				.	63%	115	1	1%	1	.	8	7%	.	.	17	15%	17	15%	41	36%	31	27%	.	.
	Quick				.	50%	70	7	10%	7	.	6	9%	.	.	14	20%	8	11%	19	27%	16	23%	.	.
	Tense				.	56%	9	1	11%	1	.	.	.	.	.	2	22%	1	11%	1	11%	4	44%	.	.

AFTER RECEPTION

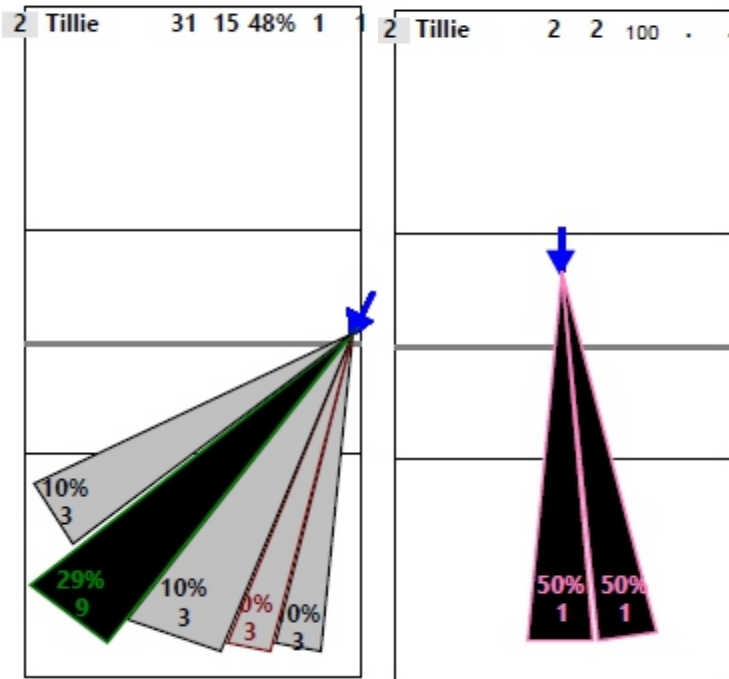
X5	Ind	*E%	N	#	#%	=	/	XP	Ind	*E%	N	#	#%	=	/
		38%	52	28	54%	1	7			15%	13	5	38%	0	3



H: 85%(44) P: (0) T: 15%(8) H: 69%(9) P: (0) T: 23%(3)

TRANSITION

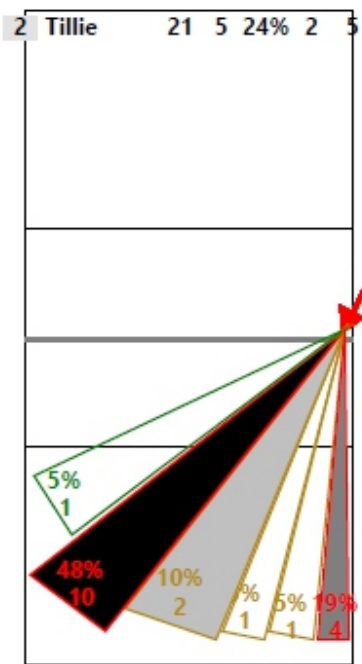
X5	Ind	*E%	N	#	#%	=	/	XP	Ind	*E%	N	#	#%	=	/
		42%	31	15	48%	1	1			100	2	2	100	0	0



H: 71%(22) P: 3%(1) T: 23%(7) H: 100%(2) P: (0) T: (0)

HIGH BALL

V5	Ind	*E%	N	#	#%	=	/
	-10	21	5	24%	5	2	



H: 90%(19) P: 5%(1) T: (0)

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
4 Rejno	Serve				.	.	1	.	.	.	.	.	.	.	.	1	100%	.	.	.	.	.	.	.	.
	Attack				.	.	2	.	.	.	.	.	.	.	.	.	.	2	100%	.	.	.	.	.	.
	Transition				.	.	2	.	.	.	.	.	.	.	.	.	.	2	100%	.	.	.	.	.	.
	Block				.	.	3	1	33%	.	.	.	.	.	.	.	.	1	33%	.	.	1	33%	1	.
	Dig				.	100%	1	.	.	.	.	.	.	.	.	.	.	.	1	100%	.	.	.	.	.

# TRANSITION

XC

Ind

\*E%

N

#

#%

=

/

.

1

0

0%

0

0

X7

Ind

\*E%

N

#

#%

=

/

.

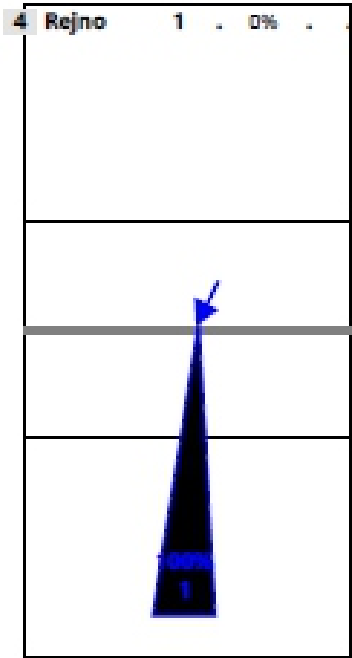
1

0

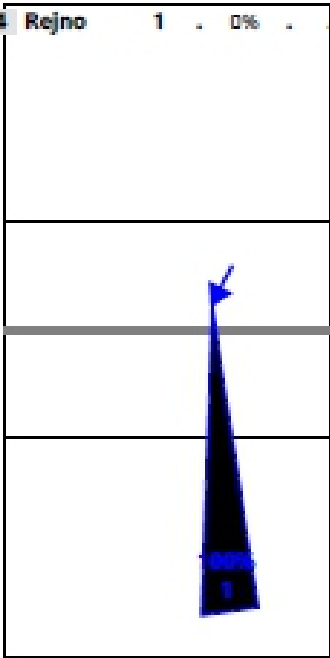
0%

0

0



H: 100%(1) P: (0) T: (0)



H: 100%(1) P: (0) T: (0)

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
6 Konarski	Serve		.			-18%	62	20	32%	.	20	3	5%	.		24	39%	3	5%	6	10%	6	10%	6	.
	Attack		.			35%	160	7	4%	3	4	18	11%	.		32	20%	11	7%	11	7%	81	51%	20	61
	Atk after Rec		.			37%	94	3	3%	3	.	12	13%	.		18	19%	5	5%	6	6%	50	53%	.	50
	Transition		.			32%	66	4	6%	.	4	6	9%	.		14	21%	6	9%	5	8%	31	47%	20	11
	Block		.			4%	53	20	38%	.	.	2	4%	.	2	1	2%	6	11%	10	19%	14	26%	11	3
	Dig		.			51%	63	16	25%	2	14	7	11%	.		5	8%	10	16%	3	5%	22	35%	.	.
	Set		.			22%	9	1	11%	1	.	1	11%	.		3	33%	.	.	4	44%	.	.	.	.

X6

Ind \*E% N # #% = /

41% 27 13 48% 0 2

X8

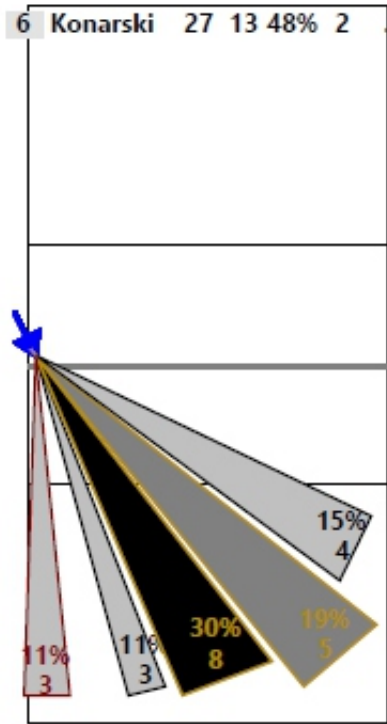
Ind \*E% N # #% = /

35% 43 24 56% 2 7

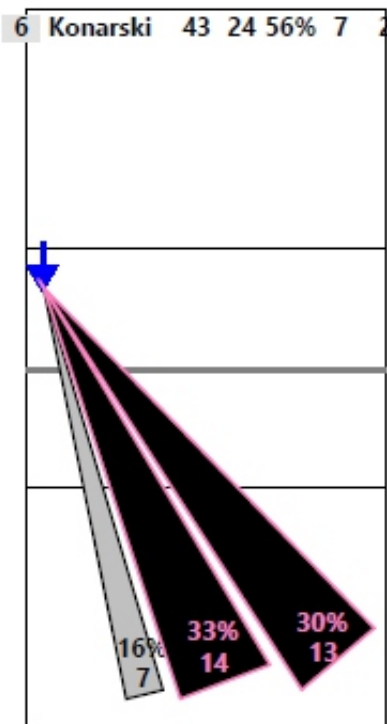
X5

Ind \*E% N # #% = /

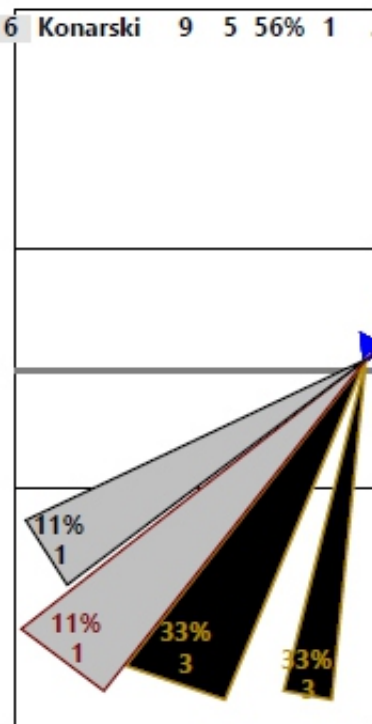
44% 9 5 56% 0 1



H: 93%(25) P: 4%(1) T: 4%(1)



H: 95%(41) P: 2%(1) T: 2%(1)



H: 89%(8) P: (0) T: 11%(1)

# TRANSITION

X6

Ind \*E% N # #% = /

23% 26 12 46% 3 3

X8

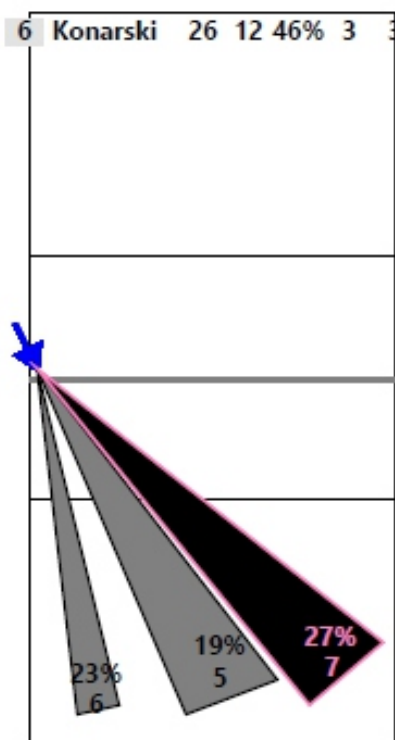
Ind \*E% N # #% = /

56% 16 10 62% 0 1

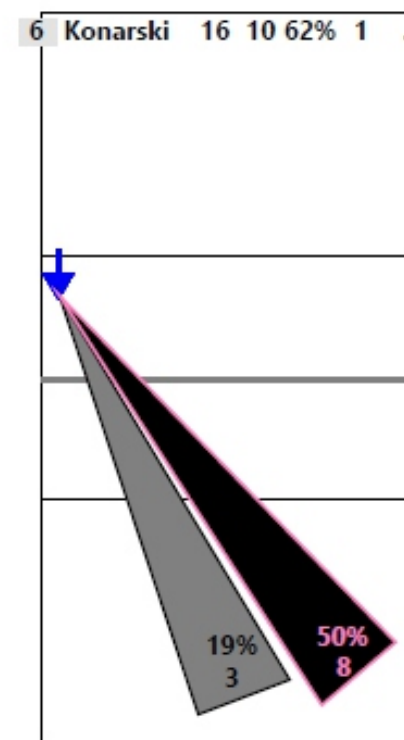
X5

Ind \*E% N # #% = /

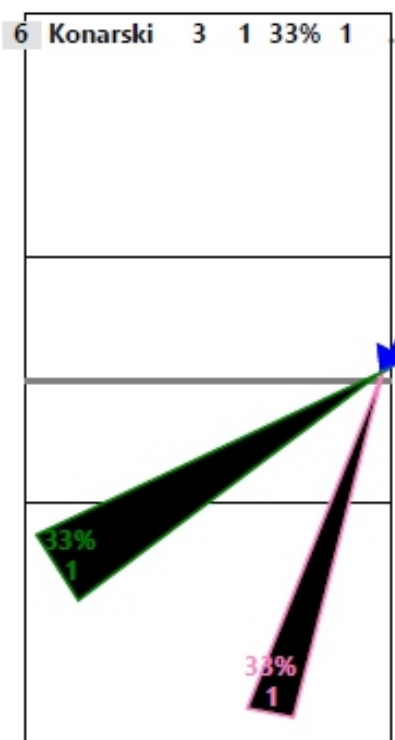
. 3 1 33% 0 1



H: 81%(21) P: 4%(1) T: 15%(4)



H: 88%(14) P: (0) T: 6%(1)



H: 67%(2) P: (0) T: 33%(1)

# HIGH BALL

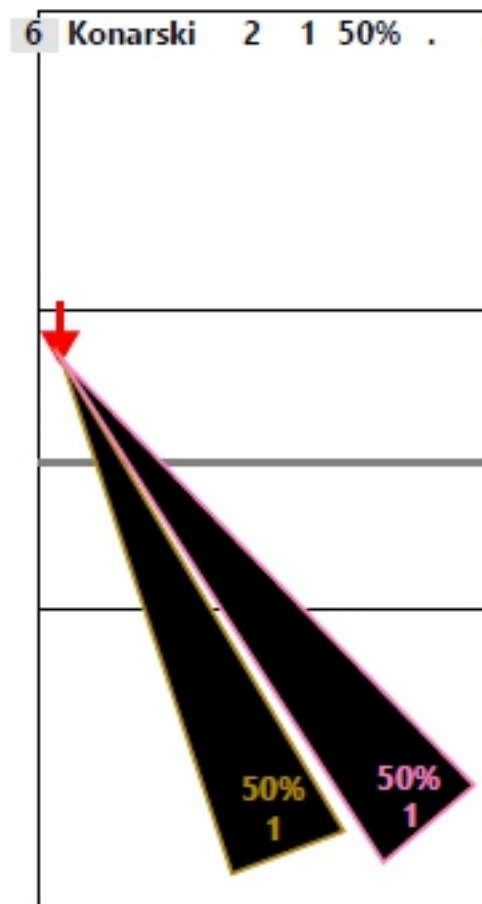
V6	Ind	*E%	N	#	#%	=	/
		11%	9	3	33%	0	2

V8	Ind	*E%	N	#	#%	=	/
		50%	2	1	50%	0	0

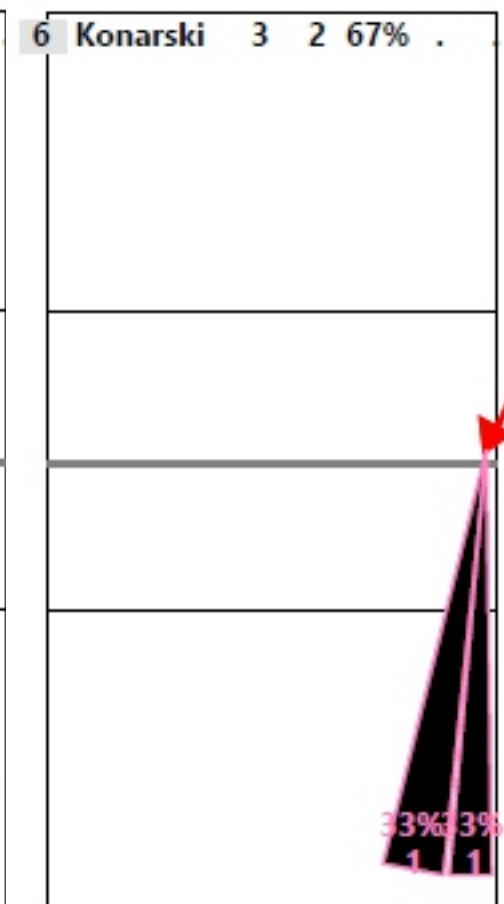
V5	Ind	*E%	N	#	#%	=	/
		67%	3	2	67%	0	0



H: 33%(3) P: 33%(3) T: 33%(3)



H: 100%(2) P: (0) T: (0)



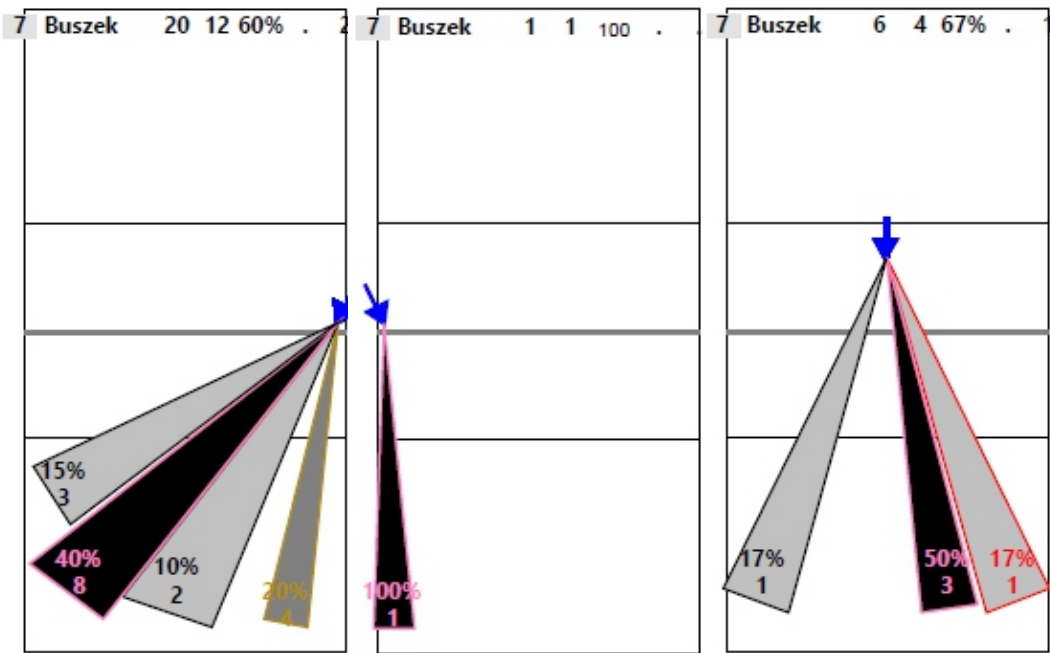
H: 67%(2) P: 33%(1) T: (0)



Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
7 Buszek	Serve				.	-9%	54	11	20%	.	11	2	4%	.	.	16	30%	7	13%	14	26%	4	7%	4	.
	Reception				.	56%	57	1	2%	1	.	3	5%	.	.	12	21%	9	16%	16	28%	16	28%	.	.
	Attack				.	30%	83	7	8%	4	3	5	6%	.	.	23	28%	10	12%	1	1%	37	45%	14	23
	Atk after Rec				.	33%	36	4	11%	4	.	2	6%	.	.	9	25%	3	8%	.	.	18	50%	.	18
	Transition				.	28%	47	3	6%	.	3	3	6%	.	.	14	30%	7	15%	1	2%	19	40%	14	5
	Block				.	15%	27	9	33%	.	.	1	4%	.	1	2	7%	1	4%	7	26%	7	26%	6	1
	Dig				.	56%	36	5	14%	.	5	3	8%	.	.	3	8%	8	22%	3	8%	14	39%	.	.
	Set				.	56%	9	1	11%	1	.	.	.	.	.	2	22%	.	.	6	67%	.	.	.	.
7 Buszek	Reception				.	56%	57	1	2%	1	.	3	5%	.	.	12	21%	9	16%	16	28%	16	28%	.	.
		Mediu				.	89%	18	.	.	.	1	6%	.	.	1	6%	.	.	9	50%	7	39%	.	.
		Quick				.	41%	39	1	3%	1	.	2	5%	.	.	11	28%	9	23%	7	18%	9	23%	.

AFTER RECEPTION

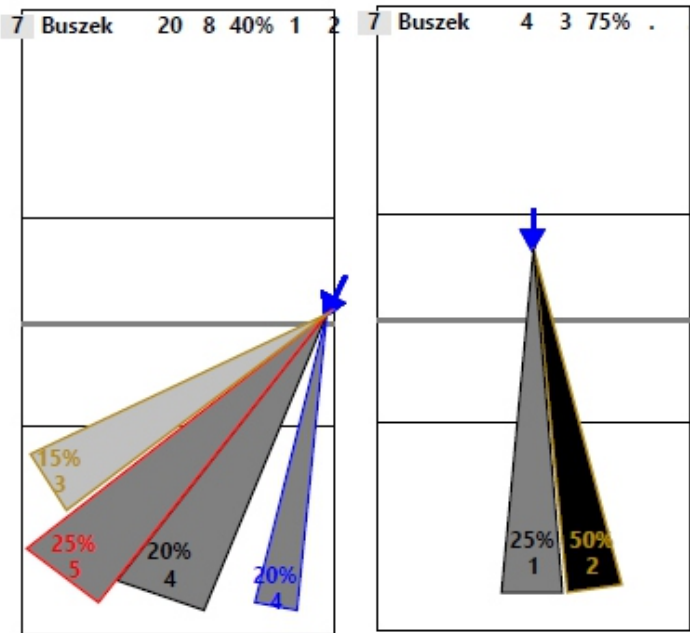
X5	Ind	*E%	N	#	##	=	/	X6	Ind	*E%	N	#	##	=	/	XP	Ind	*E%	N	#	##	=	/
	50%	20	12	60%	2	0	100		1	1	100	0	0	50%	6		4	67%	1	0			



H: 95%(19) P: (0) T: 5%(1) H: (0) P: (0) T: 100%(1) H: 83%(5) P: (0) T: 17%(1)

TRANSITION

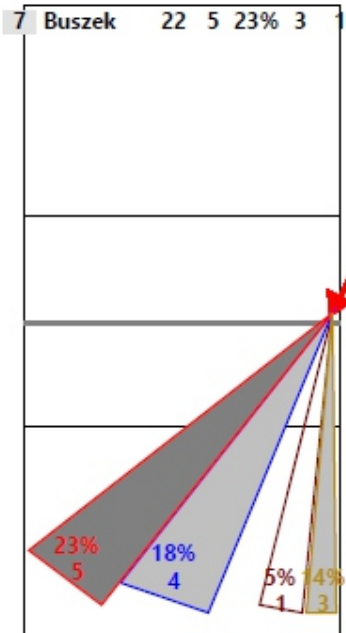
X5	Ind	*E%	N	#	##	=	/	XP	Ind	*E%	N	#	##	=	/
		25%	20	8	40%	2	1			75%	4	3	75%	0	0



H: 85%(17) P: (0) T: 15%(3) H: 75%(3) P: (0) T: 25%(1)

HIGH BALL

V5	Ind	*E%	N	#	##	=	/
	5%	22	5	23%	1	3	



I: 59%(13) P: 18%(4) T: 18%(4)

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
8 Gladyr	Serve		.		-11%	131	28	21%	.	28	6	5%	.	.	44	34%	16	12%	30	23%	7	5%	7	.	
	Reception		.		.	1	.	.	.	.	.	.	.	.	1	100%	.	.	.	.	.	.	.	.	
	Attack		.		38%	91	7	8%	6	1	8	9%	.	.	17	19%	2	2%	7	8%	50	55%	9	41	
	Atk after Rec		.		34%	64	6	9%	6	.	7	11%	.	.	10	16%	.	.	6	9%	35	55%	.	35	
	Transition		.		48%	27	1	4%	.	1	1	4%	.	.	7	26%	2	7%	1	4%	15	56%	9	6	
	Block		.		-3%	100	36	36%	.	.	6	6%	1	5	2	2%	17	17%	23	23%	16	16%	12	4	
	Dig		.		55%	38	6	16%	1	5	4	11%	.	.	5	13%	6	16%	5	13%	12	32%	.	.	
	Set		.		17%	6	.	.	.	.	1	17%	.	.	3	50%	.	.	2	33%	.	.	.	.	

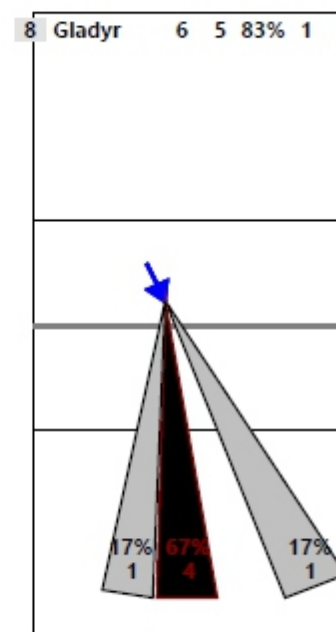
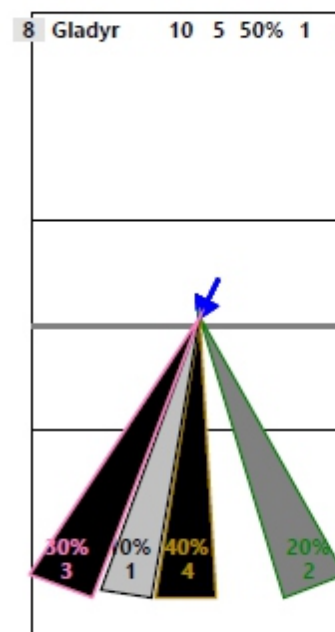
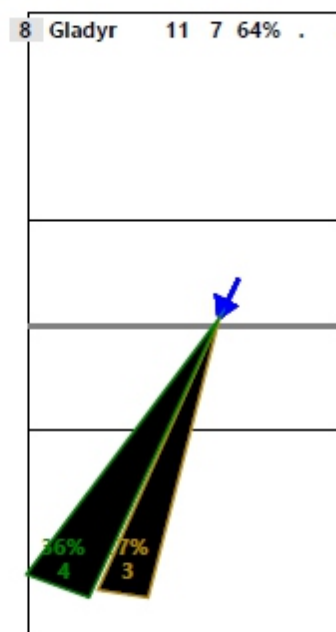
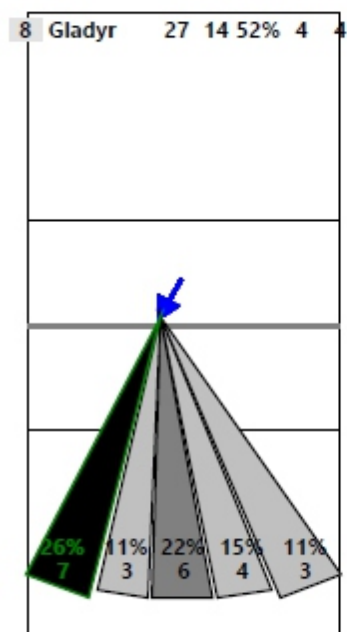
## AFTER RECEPTION

**X1** Ind \*E% N # #% = /  
22% 27 14 52% 4 4

**XD** Ind \*E% N # #% = /  
64% 11 7 64% 0 0

**XC** Ind \*E% N # #% = /  
40% 10 5 50% 0 1

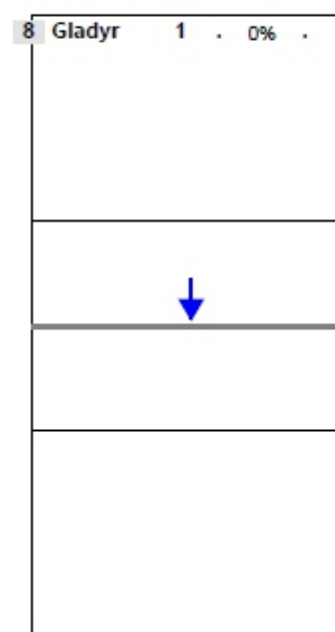
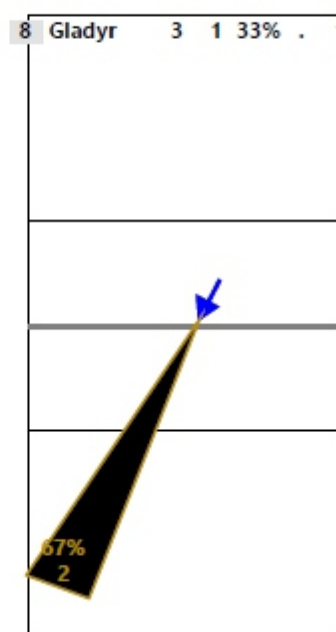
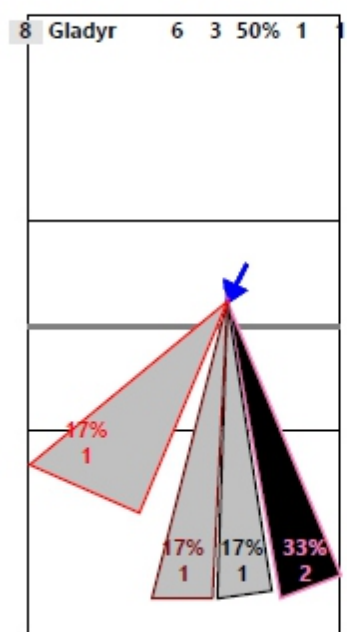
**X2** Ind \*E% N # #% = /  
67% 6 5 83% 0 1



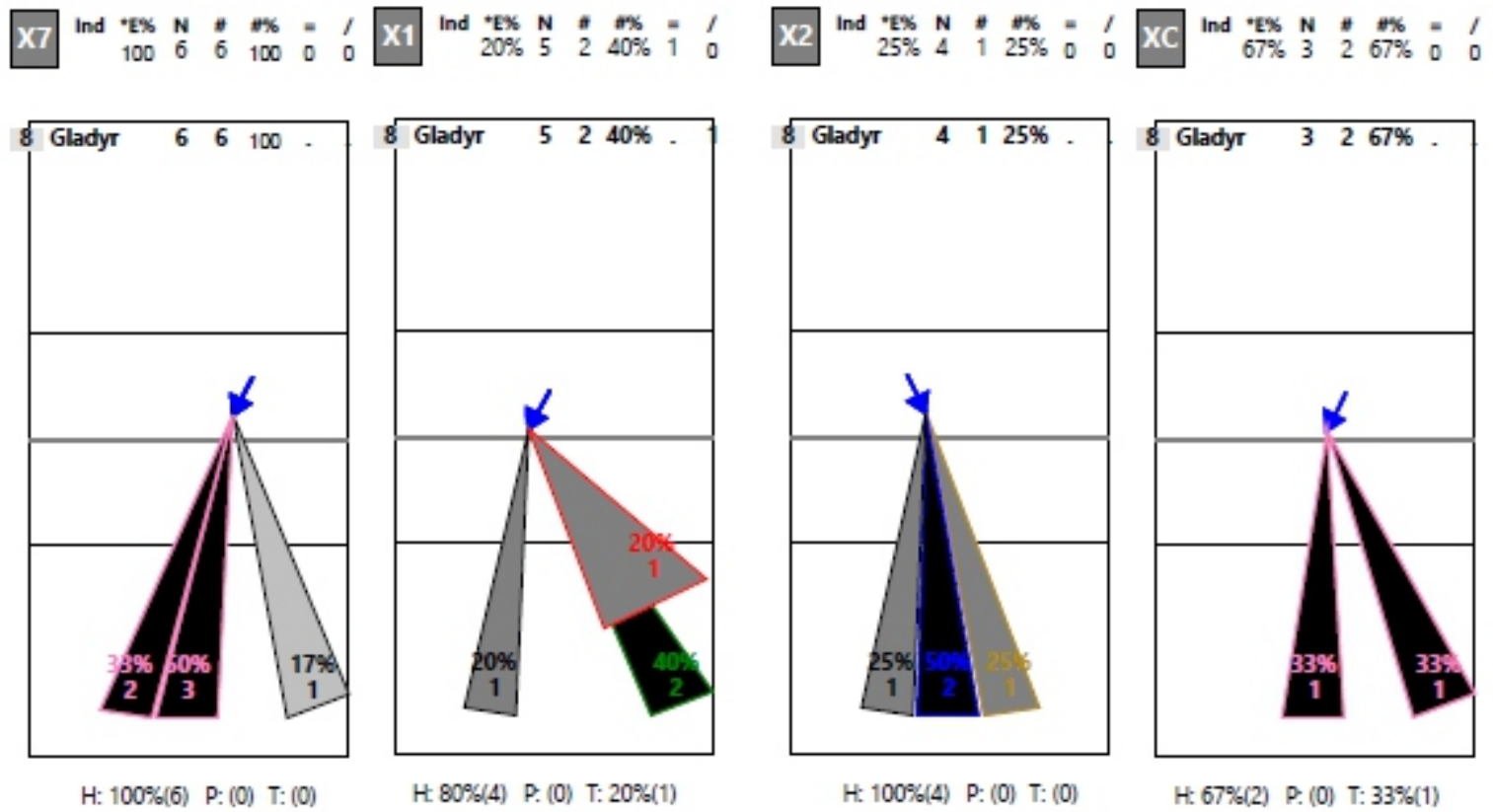
**X7** Ind \*E% N # #% = /  
17% 6 3 50% 1 1

**XG** Ind \*E% N # #% = /  
. 3 1 33% 1 0

**XM** Ind \*E% N # #% = /  
. 1 0 0% 0 0



# TRANSITION

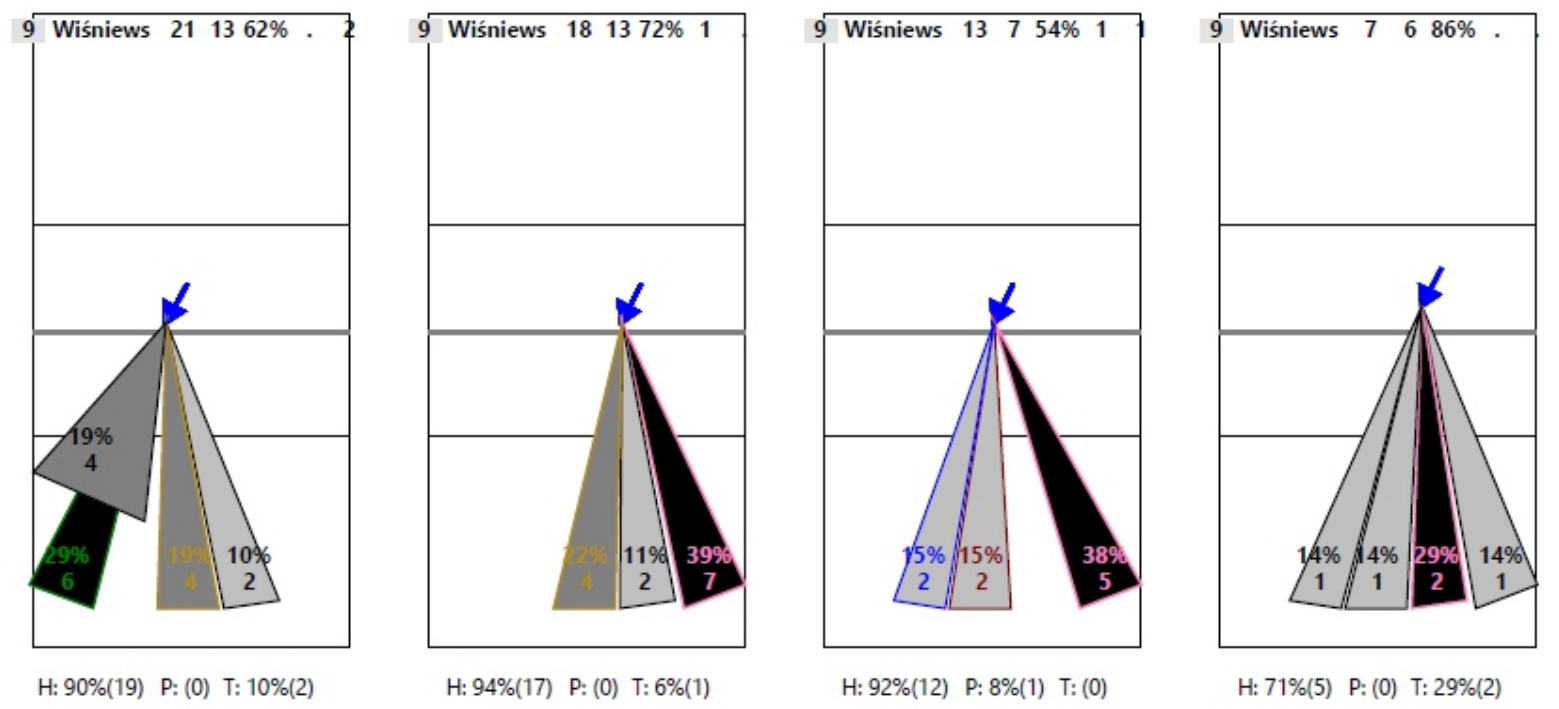




Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
9 Wiśniewski	Serve		.		-9%	140	21	15%	.	21		2	1%	.		57	41%	20	14%	33	24%	7	5%	7	.
	Reception		.		78%	9	.	.	.	.		.	.	.	.	2	22%	.	.	2	22%	5	56%	.	.
	Attack		.		59%	88	3	3%	3	.		2	2%	.	.	17	19%	5	6%	4	5%	57	65%	12	45
	Atk after Rec		.		57%	60	3	5%	3	.		2	3%	.	.	11	18%	3	5%	2	3%	39	65%	.	39
	Transition		.		64%	28	.	.	.	.		.	.	.	.	6	21%	2	7%	2	7%	18	64%	12	6
	Block		.		-2%	91	40	44%	.	.		1	1%	.	1	3	3%	8	9%	21	23%	18	20%	13	5
	Dig		.		66%	38	5	13%	1	4		6	16%	.	.	3	8%	5	13%	12	32%	7	18%	.	.
	Set		.		62%	8	.	.	.	.		1	12%	.	.	1	12%	.	.	6	75%	.	.	.	.

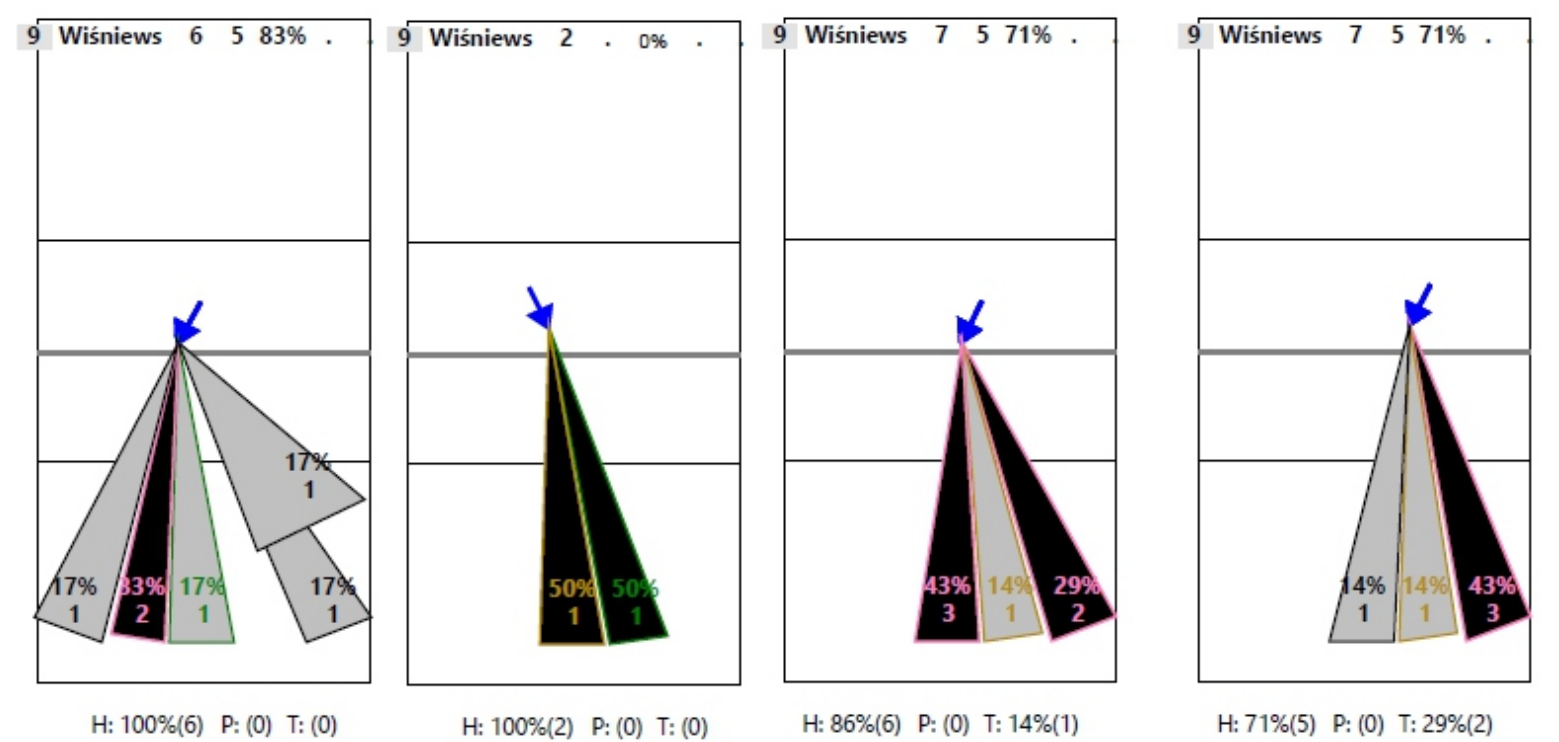
AFTER RECEPTION

<b>X1</b>	Ind	*E%	N	#	#%	=	/	<b>XD</b>	Ind	*E%	N	#	#%	=	/	<b>XC</b>	Ind	*E%	N	#	#%	=	/	<b>X7</b>	Ind	*E%	N	#	#%	=	/
	52%	21	13	62%	2	0			67%	18	13	72%	0	1				38%	13	7	54%	1	1			86%	7	6	86%	0	0



TRANSITION

<b>X1</b>	Ind	*E%	N	#	#%	=	/	<b>X2</b>	Ind	*E%	N	#	#%	=	/	<b>XC</b>	Ind	*E%	N	#	#%	=	/	<b>X7</b>	Ind	*E%	N	#	#%	=	/
	83%	6	5	83%	0	0			.	2	0	0%	0	0				71%	7	5	71%	0	0			71%	7	5	71%	0	0



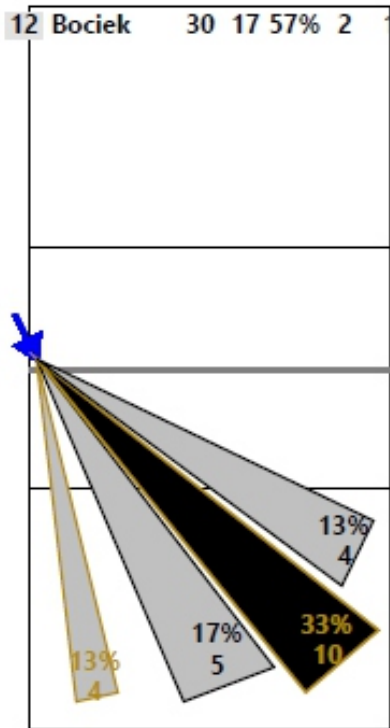
12 Bociek	Serve	. -6%	80	19 24%	. 19	5 6%	. .	25 31%	9 11%	13 16%	9 11%	9 .
	Attack	. 25%	140	18 13%	9 9	9 6%	. .	39 28%	10 7%	2 1%	62 44%	22 40
	Atk after Rec	. 27%	74	7 9%	7 .	6 8%	. .	24 32%	4 5%	. .	33 45%	. 33
	Transition	. 23%	66	11 17%	2 9	3 5%	. .	15 23%	6 9%	2 3%	29 44%	22 7
	Block	. 3%	35	12 34%	. .	1 3%	. 1	. .	8 23%	5 14%	9 26%	7 2
	Dig	. 53%	55	12 22%	3 9	10 18%	. .	9 16%	5 9%	7 13%	12 22%	. .
	Set	. -22%	9	1 11%	. 1	3 33%	. .	3 33%	. .	2 22%	. .	. .

# AFTER RECEPTION

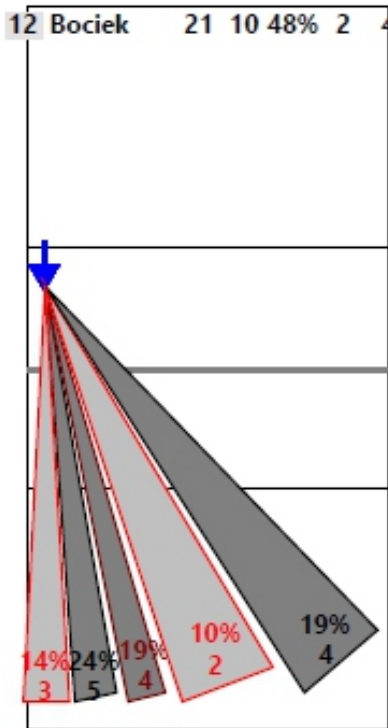
X6	Ind	*E%	N	#	#%	=	/
		47%	30	17	57%	1	2

X8	Ind	*E%	N	#	#%	=	/
		19%	21	10	48%	4	2

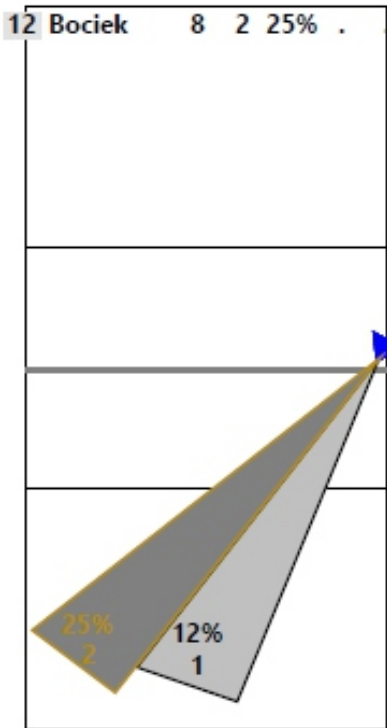
X5	Ind	*E%	N	#	#%	=	/
		25%	8	2	25%	0	0



H: 90%(27) P: 7%(2) T: 3%(1)



H: 86%(18) P: 10%(2) T: 5%(1)

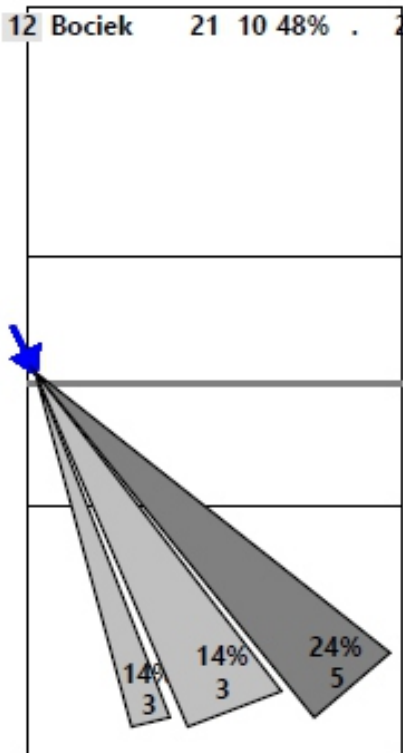


H: 38%(3) P: 12%(1) T: 50%(4)

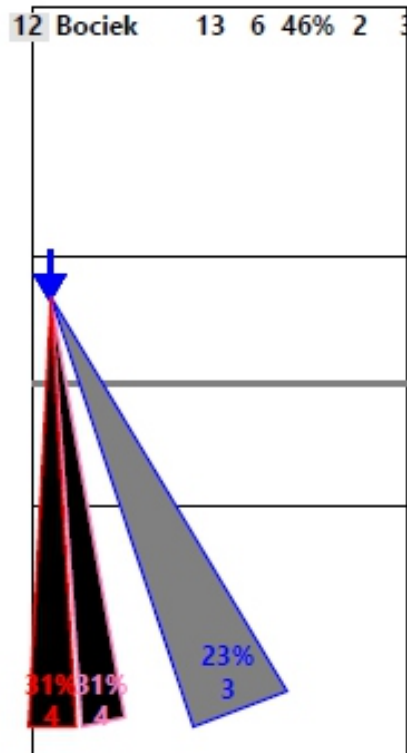
# TRANSITION

X6	Ind	*E%	N	#	#%	=	/
		38%	21	10	48%	2	0

X8	Ind	*E%	N	#	#%	=	/
		8%	13	6	46%	3	2



H: 67%(14) P: 5%(1) T: 29%(6)



H: 100%(13) P: (0) T: (0)

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
14 Pajak	Serve		.		-25%	4	1	25%	.	1	.	.	.	.	.	2	50%	.	.	1	25%	.	.	.	.
	Attack		.		100%	1	.	.	.	.	.	.	.	.	.	.	.	.	.	.	1	100%	1	.	
	Transition		.		100%	1	.	.	.	.	.	.	.	.	.	.	.	.	.	.	1	100%	1	.	
	Block		.		.	3	1	33%	.	.	.	.	.	.	.	.	.	1	33%	1	33%	.	.	.	.
	Dig		.		.	1	1	100%	.	1	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
	Set		.		65%	17	.	.	.	.	.	.	.	.	.	.	2	12%	4	24%	4	24%	7	41%	.

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
15 Deroo	Serve				.	-2%	149	24	16%	.	24	15	10%	.	.	57	38%	17	11%	30	20%	6	4%	6	.
	Reception				.	49%	173	11	6%	11	.	9	5%	.	.	44	25%	25	14%	49	28%	35	20%	.	.
	Attack				.	41%	238	13	5%	8	5	8	3%	.	.	67	28%	18	8%	13	5%	119	50%	36	83
	Atk after Rec				.	47%	121	6	5%	6	.	4	3%	.	.	29	24%	9	7%	6	5%	67	55%	.	67
	Transition				.	35%	117	7	6%	2	5	4	3%	.	.	38	32%	9	8%	7	6%	52	44%	36	16
	Block				.	8%	75	29	39%	.	.	1	1%	1	.	2	3%	7	9%	20	27%	16	21%	10	6
	Dig				.	44%	77	25	32%	3	22	10	13%	.	.	8	10%	10	13%	7	9%	17	22%	.	.
	Set				.	55%	31	1	3%	1	.	3	10%	.	.	6	19%	.	.	21	68%	.	.	.	.
15 Deroo	Reception				.	49%	173	11	6%	11	.	9	5%	.	.	44	25%	25	14%	49	28%	35	20%	.	.
		Mediu			.	59%	58	.	.	.	.	2	3%	.	.	14	24%	8	14%	17	29%	17	29%	.	.
		Quick			.	44%	111	11	10%	11	.	6	5%	.	.	29	26%	16	14%	31	28%	18	16%	.	.
		Tense			.	25%	4	.	.	.	.	1	25%	.	.	1	25%	1	25%	1	25%	.	.	.	.

## AFTER RECEPTION

X5

Ind \*E% N # #% = /  
45% 42 24 57% 2 3

X6

Ind \*E% N # #% = /  
37% 27 13 48% 2 1

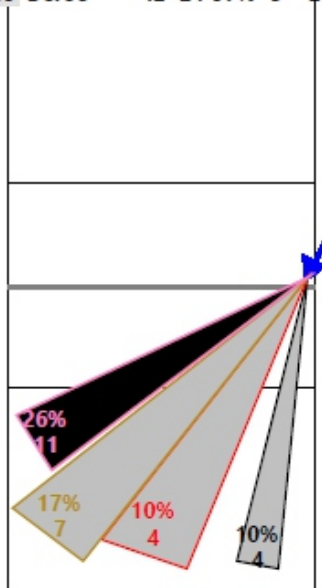
XP

Ind \*E% N # #% = /  
77% 22 17 77% 0 0

XB

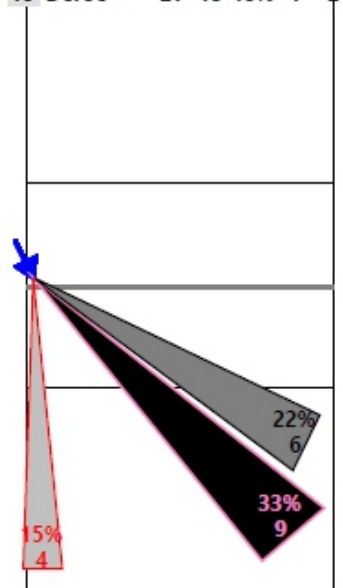
Ind \*E% N # #% = /  
44% 9 6 67% 2 0

15 Deroo 42 24 57% 3 2



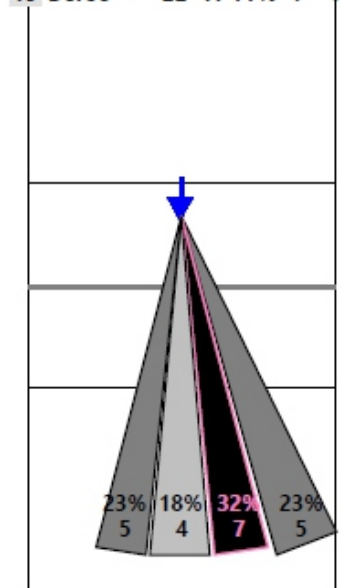
H: 76%(32) P: 5%(2) T: 19%(8)

15 Deroo 27 13 48% 1 2



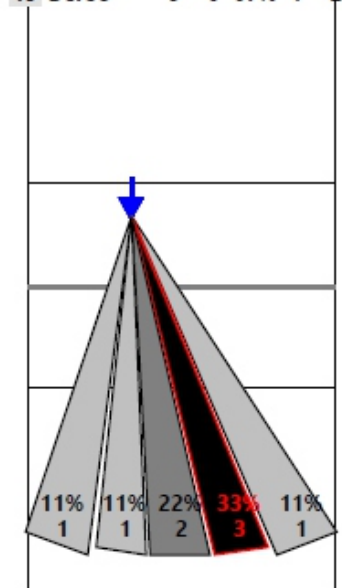
H: 78%(21) P: 15%(4) T: 7%(2)

15 Deroo 22 17 77% .



H: 100%(22) P: (0) T: (0)

15 Deroo 9 6 67% . 2



H: 89%(8) P: (0) T: 11%(1)

## TRANSITION

X5

Ind \*E% N # #% = /  
44% 48 24 50% 1 2

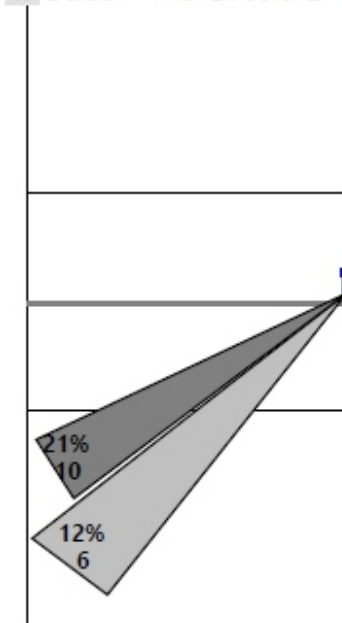
X6

Ind \*E% N # #% = /  
75% 4 3 75% 0 0

XP

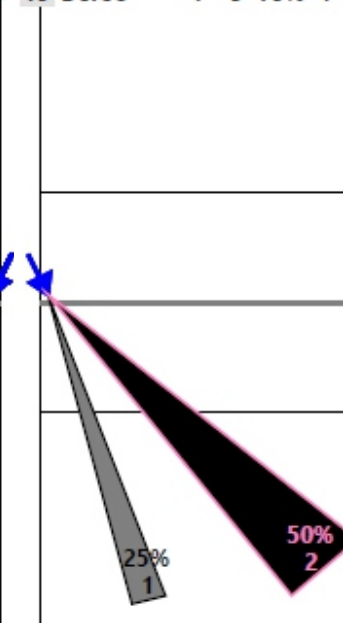
Ind \*E% N # #% = /  
50% 8 5 62% 1 0

15 Deroo 48 24 50% 2 1



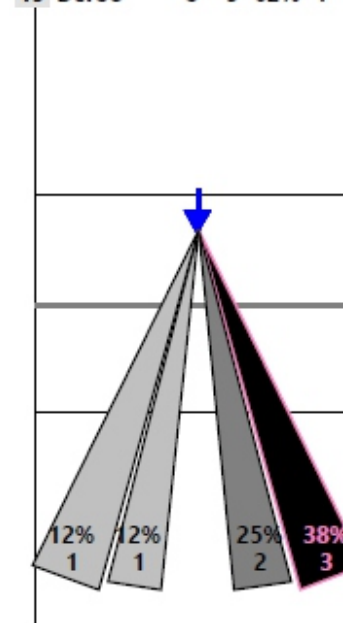
54%(26) P: 17%(8) T: 29%(14)

15 Deroo 4 3 75% .



H: 75%(3) P: (0) T: 25%(1)

15 Deroo 8 5 62% .

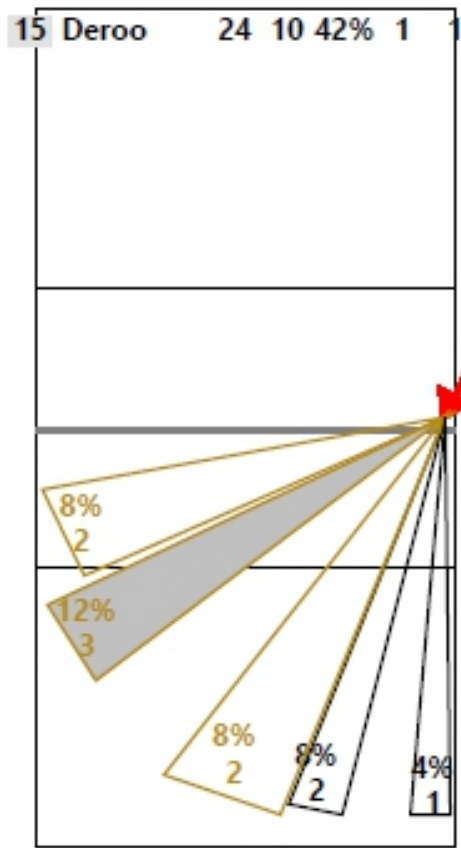


H: 88%(7) P: (0) T: 12%(1)



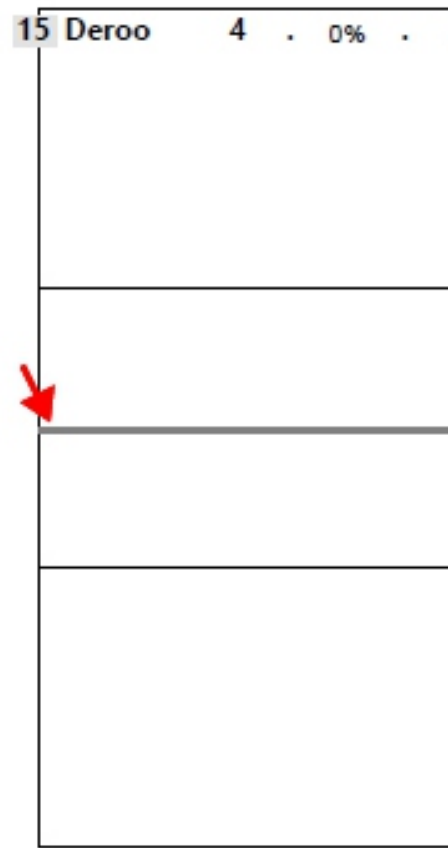
# HIGH BALL

**V5** Ind \*E% N # #% = /  
33% 24 10 42% 1 1



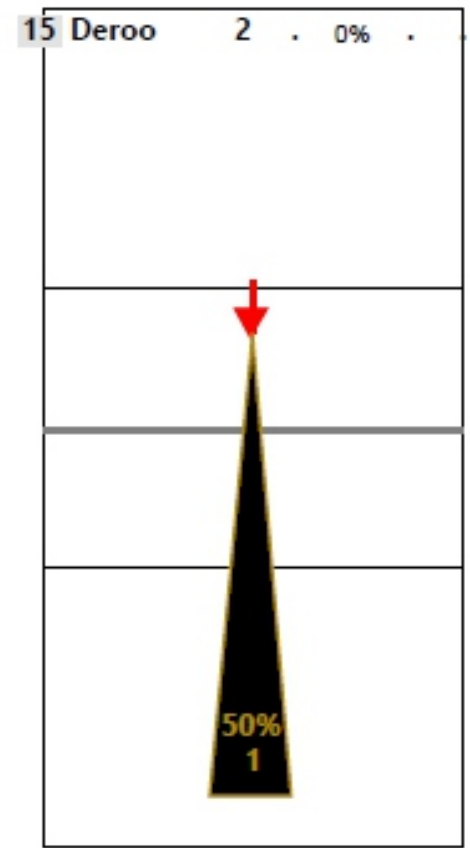
H: 33%(8) P: 29%(7) T: 33%(8)

**V6** Ind \*E% N # #% = /  
. 4 0 0% 0 0



H: (0) P: 75%(3) T: 25%(1)

**VP** Ind \*E% N # #% = /  
. 2 0 0% 0 0



H: 50%(1) P: (0) T: 50%(1)



Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
16 Toniutti	Serve		.		-1%	161	13	8%	.	13	6	4%	.	.	75	47%	22	14%	40	25%	5	3%	5	.	
	Reception		.	.		5	2	40%	2	.	.	.	.	.	3	60%	.	.	.	.	.	.	.	.	
	Attack		.		25%	16	.	.	.	.	1	6%	.	.	8	50%	1	6%	1	6%	5	31%	2	3	
	Atk after Rec		.		33%	6	.	.	.	.	.	.	.	.	4	67%	.	.	.	.	2	33%	.	2	
	Transition		.		20%	10	.	.	.	.	1	10%	.	.	4	40%	1	10%	1	10%	3	30%	2	1	
	Block		.		16%	75	23	31%	.	.	2	3%	.	2	.	.	13	17%	29	39%	8	11%	6	2	
	Dig		.		68%	71	15	21%	.	15	9	13%	.	.	3	4%	5	7%	11	15%	28	39%	.	.	
	Set		.		62%	795	5	1%	4	1	5	1%	.	.	173	22%	109	14%	278	35%	225	28%	.	.	

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
19 Czarnows	Serve				.	-10%	30	5	17%	.	5	.	.	.	.	13	43%	7	23%	3	10%	2	7%	2	.
	Reception				.	.	1	.	.	.	.	.	.	.	.	.	.	1	100%	.	.	.	.	.	.
	Attack				.	59%	22	1	5%	.	1	.	.	.	.	7	32%	.	.	.	.	14	64%	2	12
	Atk after Rec				.	92%	13	.	.	.	.	.	.	.	.	1	8%	.	.	.	.	12	92%	.	12
	Transition				.	11%	9	1	11%	.	1	.	.	.	.	6	67%	.	.	.	.	2	22%	2	.
	Block				.	41%	22	4	18%	.	.	1	5%	.	1	.	.	3	14%	7	32%	7	32%	5	2
	Dig				.	60%	5	2	40%	.	2	.	.	.	.	.	.	.	.	1	20%	2	40%	.	.
	Set				.	50%	4	.	.	.	.	1	25%	.	.	.	.	.	.	3	75%	.	.	.	.

# AFTER RECEPTION

X1

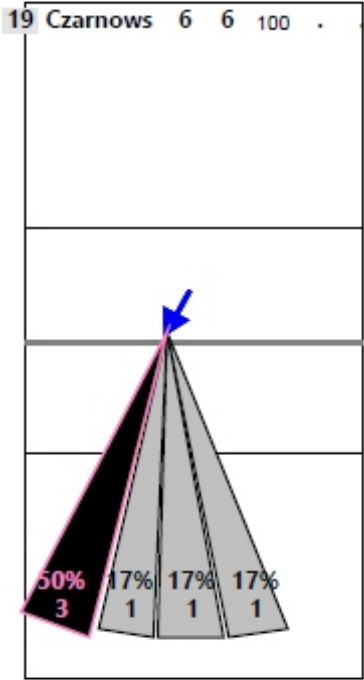
Ind	*E%	N	#	#%	=	/
100	6	6	100	0	0	0

XC

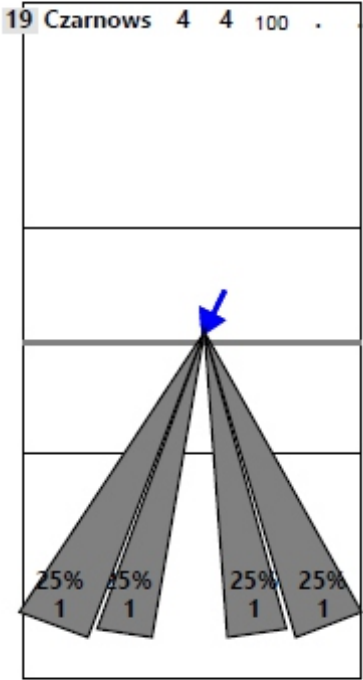
Ind	*E%	N	#	#%	=	/
100	4	4	100	0	0	0

XD

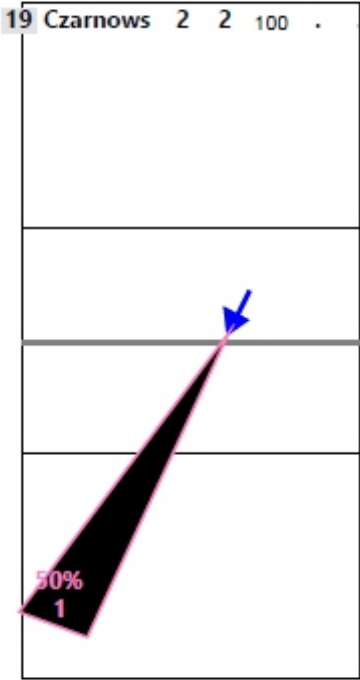
Ind	*E%	N	#	#%	=	/
100	2	2	100	0	0	0



H: 100%(6) P: (0) T: (0)



H: 100%(4) P: (0) T: (0)

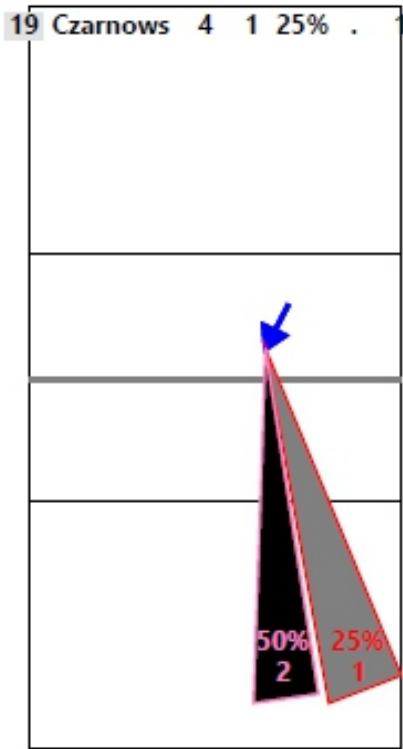


H: 50%(1) P: (0) T: 50%(1)

# TRANSITION

X7

Ind	*E%	N	#	#%	=	/
.	4	1	25%	1	0	0



H: 75%(3) P: (0) T: 25%(1)