

# Team report: CANADA NEP 2019 vs LAVAL 2019

2020-01-31

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## 1 Match summary

Date: 2020-01-24  
League: NEP2019  
Teams: CANADA NEP 2019 (DAN LEWIS)  
vs  
LAVAL 2019 (Pascal Clement, Gino Brousseau)  
Result: 1-3 (25-27, 9-25, 25-19, 18-25)  
Duration: 109 minutes

## 2 Team roster: CANADA NEP 2019

Number	Player name	Player ID	Listed roles (matches)	Matches played
5	ZACH ALBERT	ALB-ZAC	OH (1)	1
6	JAMES JACKSON	JAC-JAM	Opp (1)	1
7	MACK MRAVNIK	MRA-MAC	S (1)	1
8	ANDRE FOREMAN	FOR-AND	OH (1)	1
10	ETIENNE BELZILE	BEL-ETI	M (1)	1
13	BYRON KETURAKIS	KET-BYR	S (1)	1
14	JADE CAMERON	CAM-JAD	L (1)	1
17	JOHN OBI	OBI-JOH	M (1)	1
18	EVAN HAMMOND	HAM-EVA	M (1)	1
21	COLE JORDAN	JOR-COL	OH (1)	0

### 3 Team worksheet

#### Sideouts

N	OPP SRV	SO	SO%	OPP SRV ERRS	OPP SRV ERR%	mod SO%	EXP SO%
95	51	53.7%		13	13.7%	46.3%	51.3%

#### Reception

N	%PERF	%POS+PERF	%ERR	%POOR	EFF	EFF J	EFF F
82	31.7%	50%	4.9%	4.9%	40.2%	26.3%	44.4%

#### Reception attack

	N	KILL%	EFF
TOT	73	31.5%	5.5%
REC #	25	36%	4%
REC +	15	46.7%	6.7%
REC !	9	33.3%	22.2%
REC -	23	17.4%	0%
REC /	1	0%	0%

#### Reception sideout

	SO% TOT	SO% JUMP	SO% FLOAT
TOT	53.7%	55%	53.3%
REC #	46.2%	33.3%	50%
REC +	53.3%	100%	41.7%
REC !	55.6%	50%	57.1%
REC -	50%	75%	45%
REC /	25%	33.3%	0%
TOT excluding serve errors	46.3%	52.6%	44.4%
In sets won	70.6%	66.7%	72.7%
In sets lost	40%	46.2%	38.5%

#### Reception first ball sideout

FBSO% TOT	FBSO% JUMP	FBSO% FLOAT	OPP FBSO% TOT
28%	36.8%	25.4%	36.4%

#### Breakpoints

N	BP	BP%	SRV ERRS	ERR%	BP% JUMP	BP% FLOAT	EXP BP%	EXP OPP SO%
78	26	33.3%	12	15.4%	34.4%	32.6%	38.5%	54.5%

	ACES	ACE%
SERVE TOT	1	1.3%
JUMP	0	0%
FLOAT	1	2.2%

	BLOCKS	BLOCK%
BLOCK TOT	4	4.9%

#### Breakpoint transition attack

N	KILL%	EFF	ATT/D	K/D
37	37.8%	16.2%	67.3%	25.5%

#### Attack

	N	KILL%	EFF	ATT/D	K/D	OPP KILL%
TOT	135	32.6%	9.6%			36.6
TRANS	62	33.9%	14.5%	67.4%	22.8%	32.8

#### Scoring by rotation (including serve errors)

	OPP N SRV	SO	SO%	mod SO%	N SRV	BP	BP%
P1	15	10	66.7%	64.3	14	4	28.6%
P6	17	10	58.8%	46.2	14	4	28.6%
P5	17	8	47.1%	47.1	13	4	30.8%
P4	14	8	57.1%	45.5	11	3	27.3%
P3	14	7	50%	36.4	14	6	42.9%
P2	18	8	44.4%	37.5	12	5	41.7%
TOT	95	51	53.7%	46.3	78	26	33.3%

#### Freeballs

	N	KILL%	WON	%WON
TOT	6	16.7%	1	16.7%
F#	6	16.7%	1	16.7%
F+	0		0	

#### Errors and points won

	ERRS	ERRS/100	ERRS2/100	PTS	PTS/100
ALL	44	25.4	18.5	52	30.1
SETS WON	10	22.7	15.9	19	43.2
SETS LOST	34	26.4	19.4	33	25.6

## 4 Team comparisons

### 4.1 Comparison table

Values in brackets give the rank of each team for that statistic.

Team	SO% TOT		SO% JUMP		SO% FLOAT		FBSO%		OPP FBSO%	
CANADA NEP 2019	53.7	(2)	55.0	(2)	53.3	(2)	28.0	(2)	36.4	(2)
LAVAL 2019	66.7	(1)	65.6	(1)	67.4	(1)	36.4	(1)	28.0	(1)

Team	KILL%		OPP KILL%		REC ATT KILL%		REC ATT EFF	
CANADA NEP 2019	32.6	(2)	36.6	(2)	31.5	(2)	5.5	(2)
LAVAL 2019	36.6	(1)	32.6	(1)	40.7	(1)	23.7	(1)

## 4.2 Comparison table (continued)

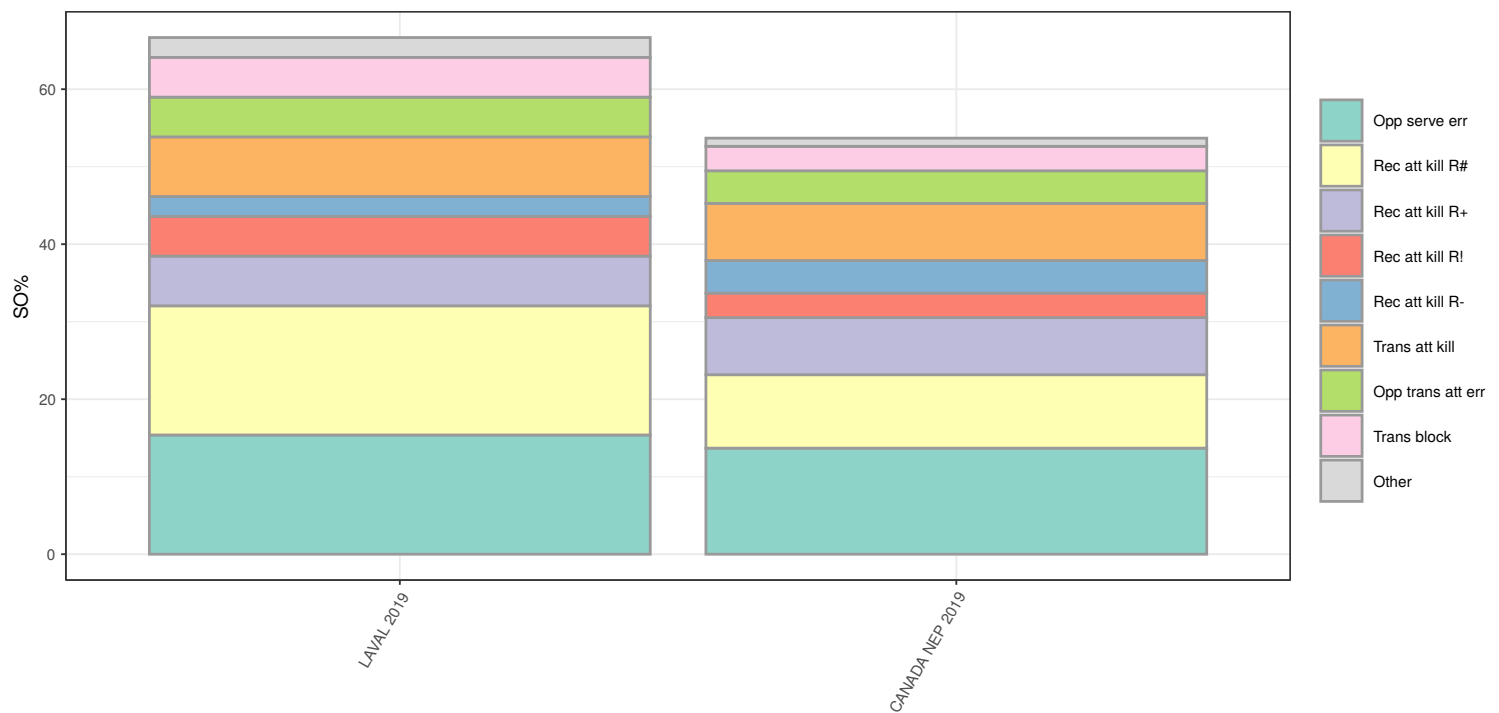
Values in brackets give the rank of each team for that statistic.

Team	BP% TOT		BP% JUMP		BP% FLOAT		ACE%	
CANADA NEP 2019	33.3	(2)	34.4	(2)	32.6	(2)	1.3	(2)
LAVAL 2019	46.3	(1)	45.0	(1)	46.7	(1)	4.2	(1)

Team	BLOCK%		ATT/D TOT		ATT/D BP	
CANADA NEP 2019	4.9	(2)	67.4	(2)	67.3	(2)
LAVAL 2019	12.2	(1)	71.9	(1)	71.2	(1)

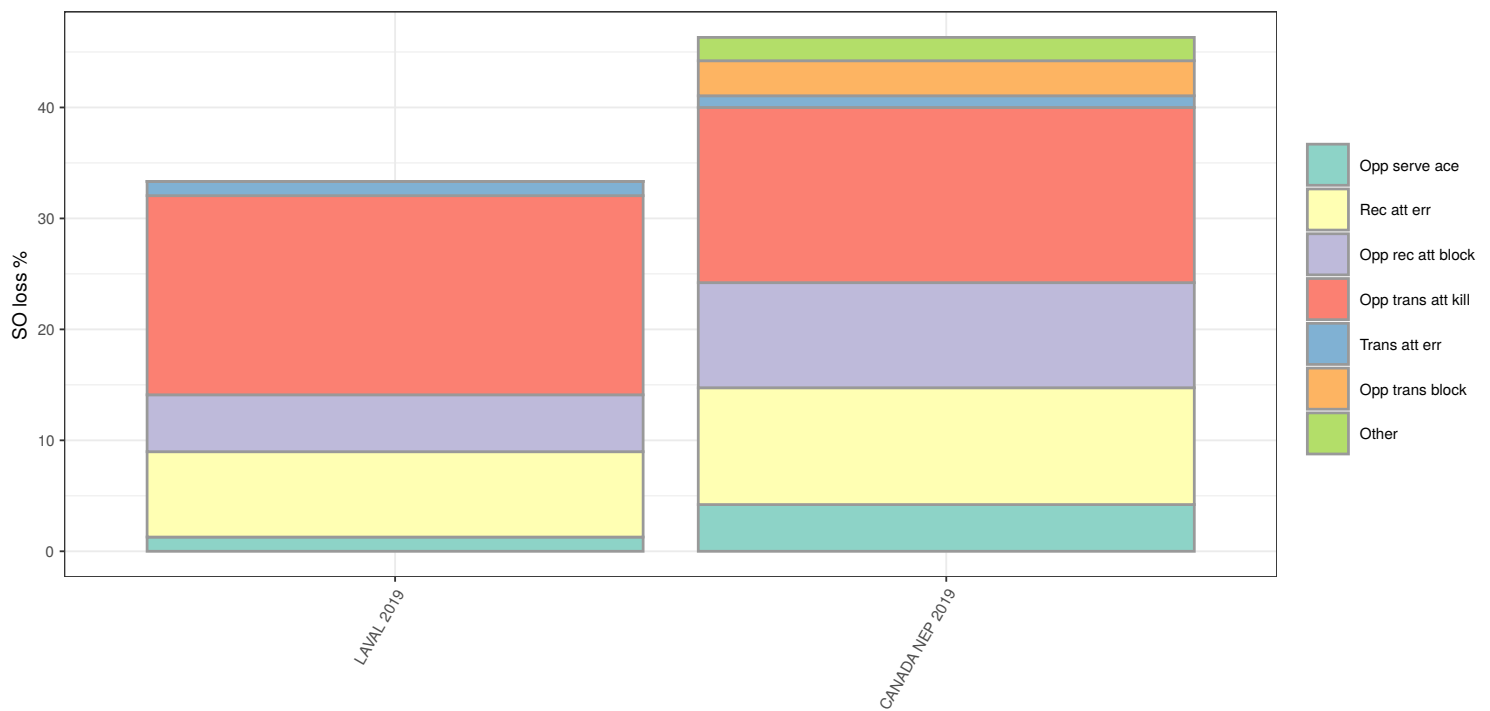
1:3  
2020-01-24Report via <https://apps.untan.gl/teamrep/>

## 4.3 SO% win breakdown

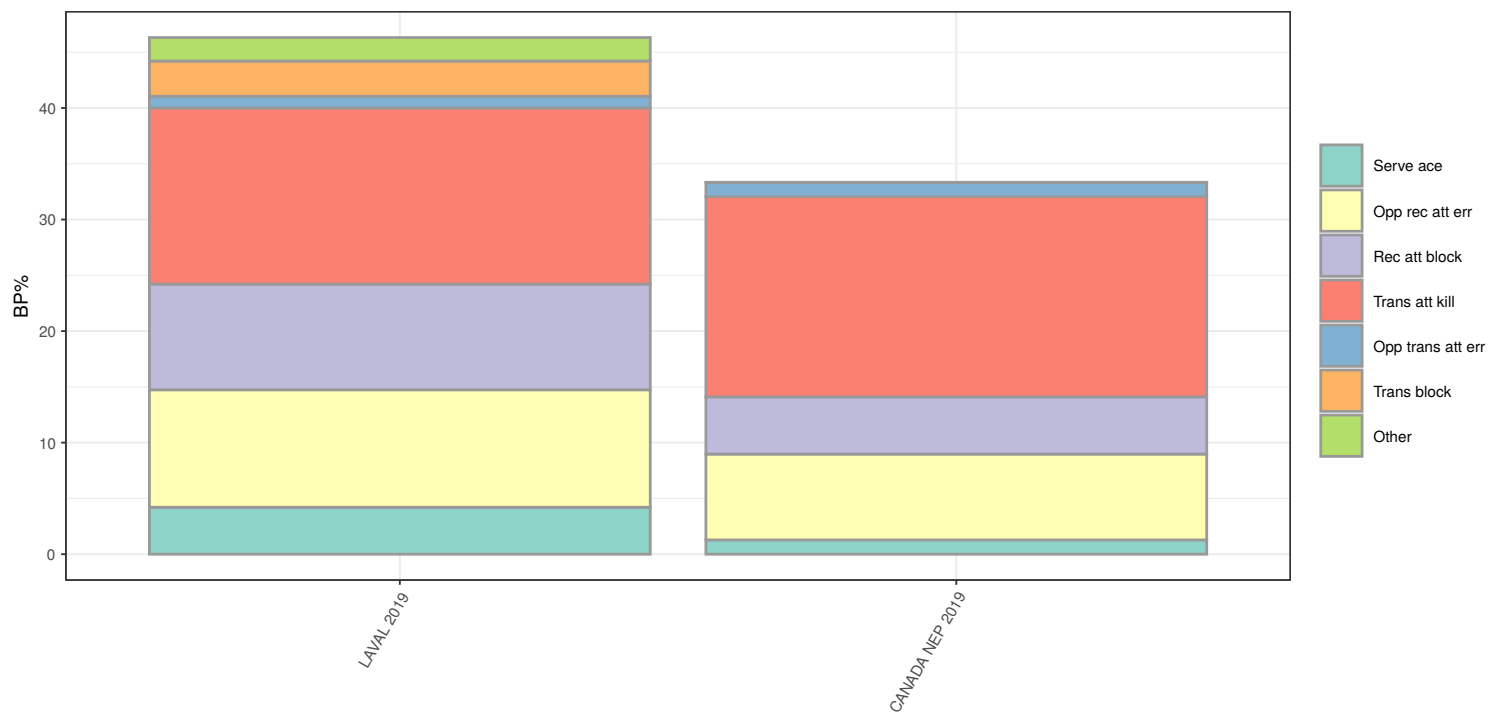


Team	Opp serve err	Rec att kill R#	Rec att kill R+	Rec att kill R!	Rec att kill R-	Trans att kill	Opp trans att err	Trans block	Other
CANADA NEP 2019	13.7%	9.5%	7.4%	3.2%	4.2%	7.4%	4.2%	3.2%	1.1%
LAVAL 2019	15.4%	16.7%	6.4%	5.1%	2.6%	7.7%	5.1%	5.1%	2.6%

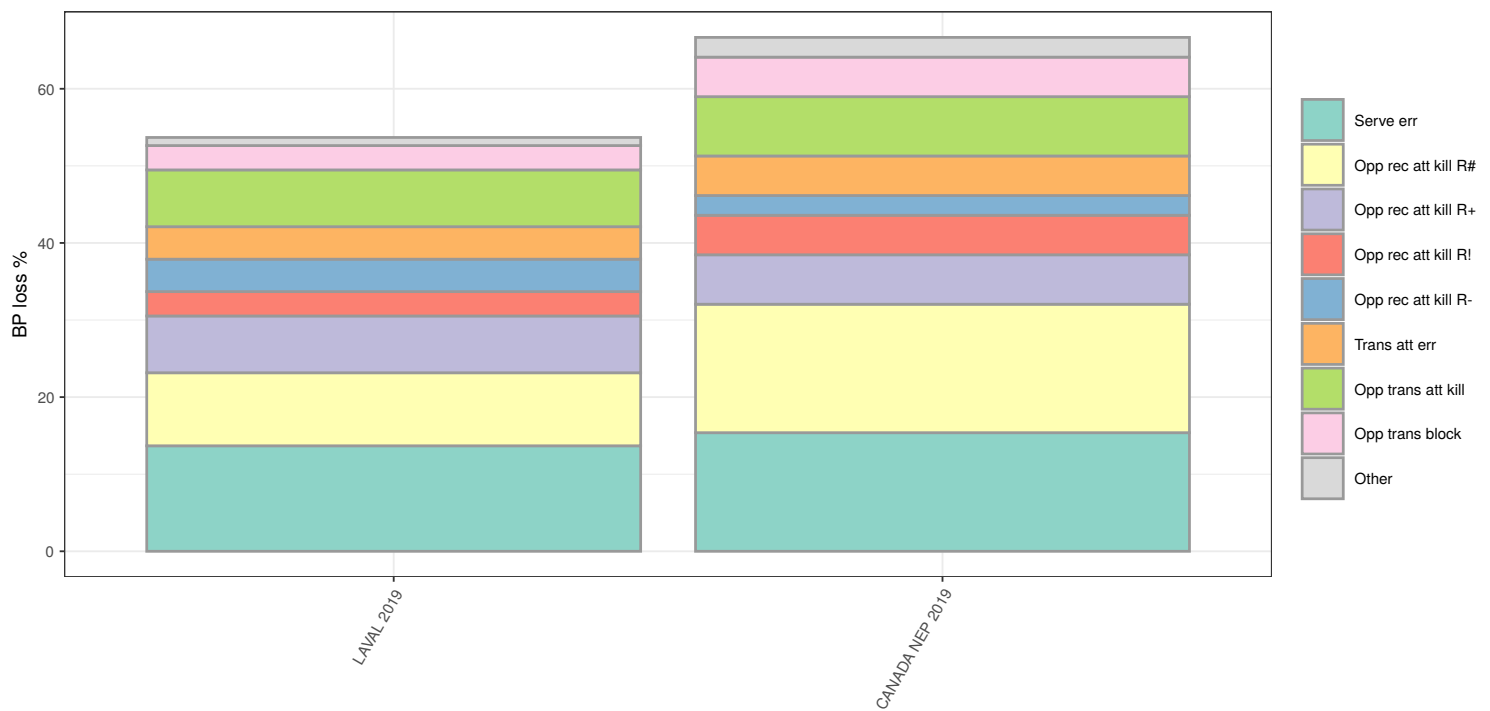
## 4.4 SO% loss breakdown



Team	Opp serve ace	Rec att err	Opp rec att block	Opp trans att kill	Trans att err	Opp trans block	Other
CANADA NEP 2019	4.2%	10.5%	9.5%	15.8%	1.1%	3.2%	2.1%
LAVAL 2019	1.3%	7.7%	5.1%	17.9%	1.3%	0%	0%

1:3  
2020-01-24Report via <https://apps.untan.gl/teamrep/>**4.5 BP% win breakdown**

Team	Serve ace	Opp rec att err	Rec att block	Trans att kill	Opp trans att err	Trans block	Other
CANADA NEP 2019	1.3%	7.7%	5.1%	17.9%	1.3%	3.2%	0%
LAVAL 2019	4.2%	10.5%	9.5%	15.8%	1.1%	3.2%	2.1%

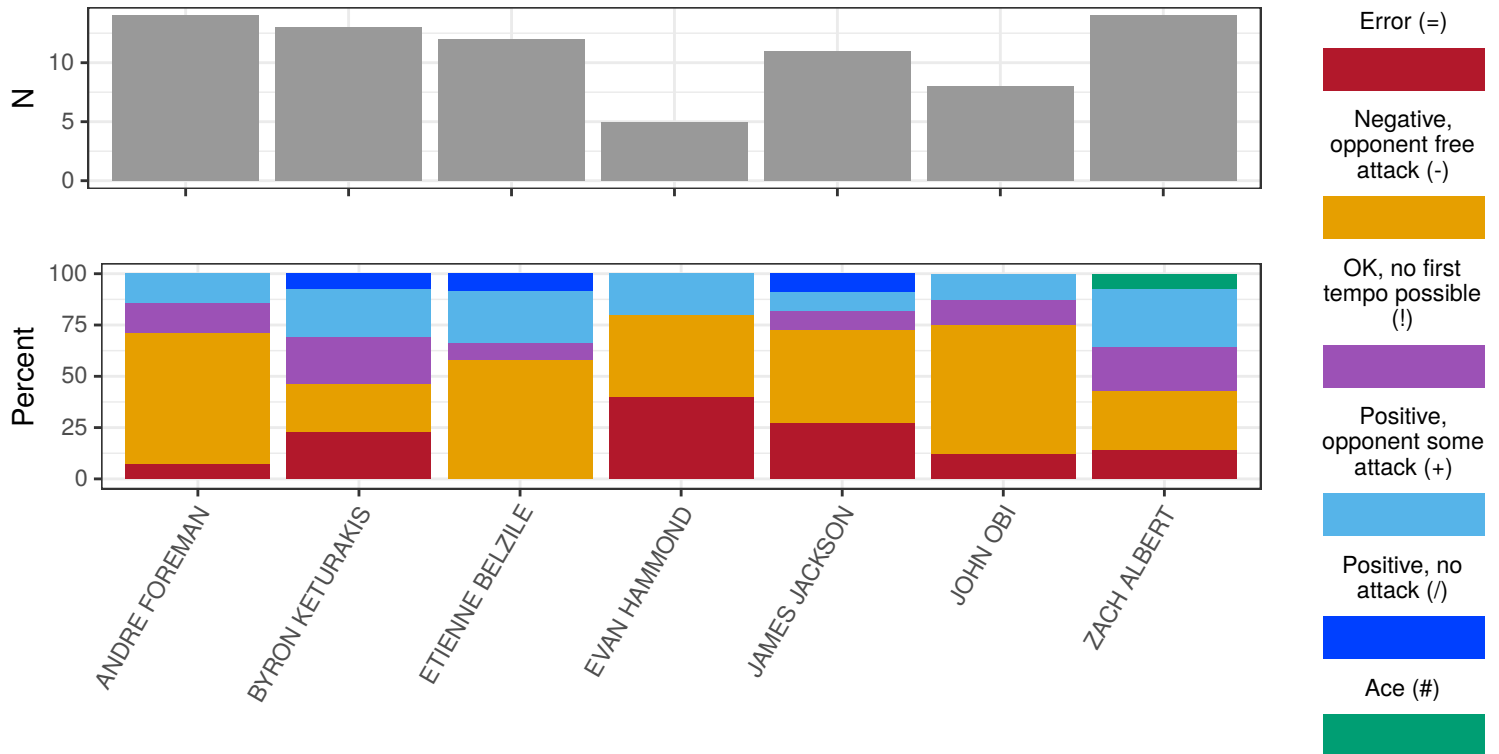
1:3  
2020-01-24Report via <https://apps.untan.gl/teamrep/>**4.6 BP% loss breakdown**

Team	Serve err	Opp rec att kill R#	Opp rec att kill R+	Opp rec att kill R!	Opp rec att kill R-	Trans att err	Opp trans att kill	Opp trans block	Other
CANADA NEP 2019	15.4%	16.7%	6.4%	5.1%	2.6%	5.1%	7.7%	5.1%	2.6%
LAVAL 2019	13.7%	9.5%	7.4%	3.2%	4.2%	4.2%	7.4%	3.2%	1.1%

1:3  
2020-01-24Report via <https://apps.untan.gl/teamrep/>

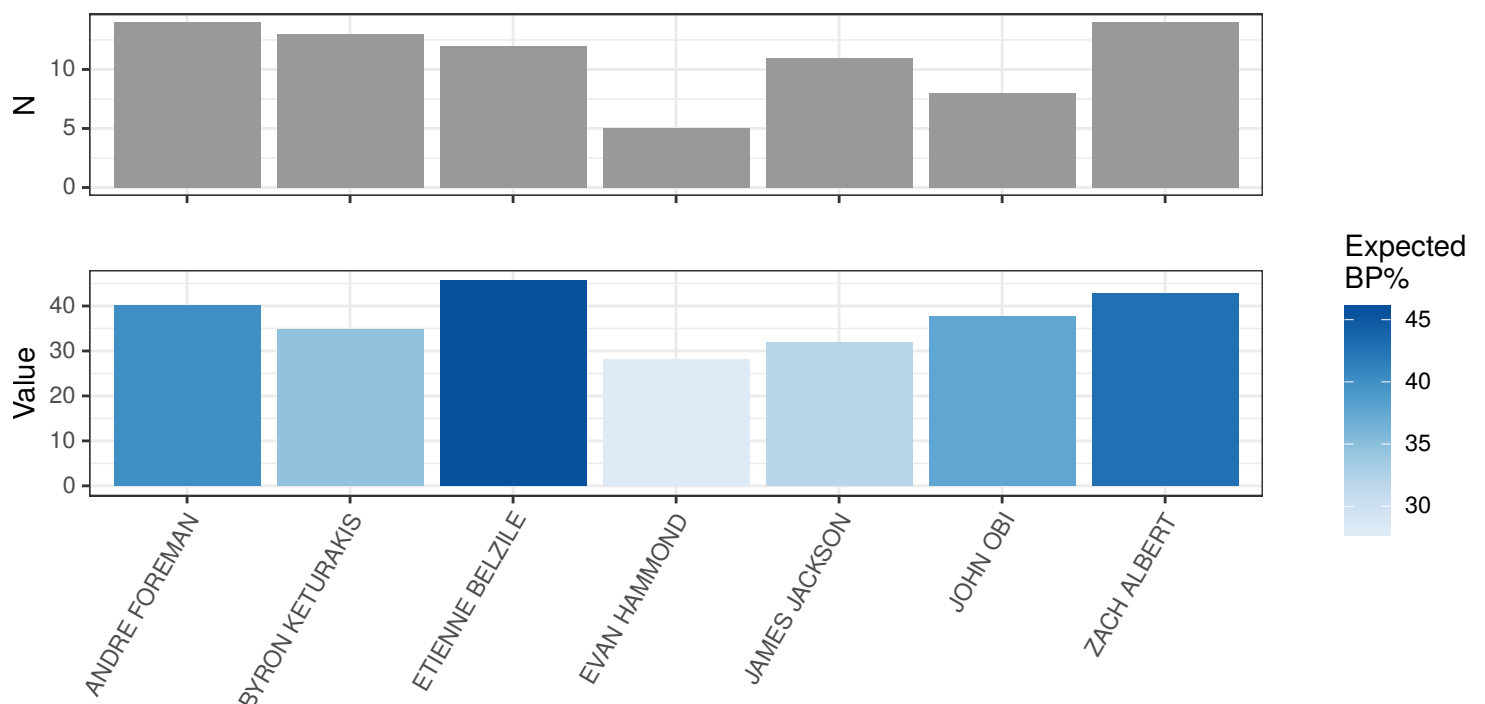
## 5 Serve

### 5.1 Serve evaluation



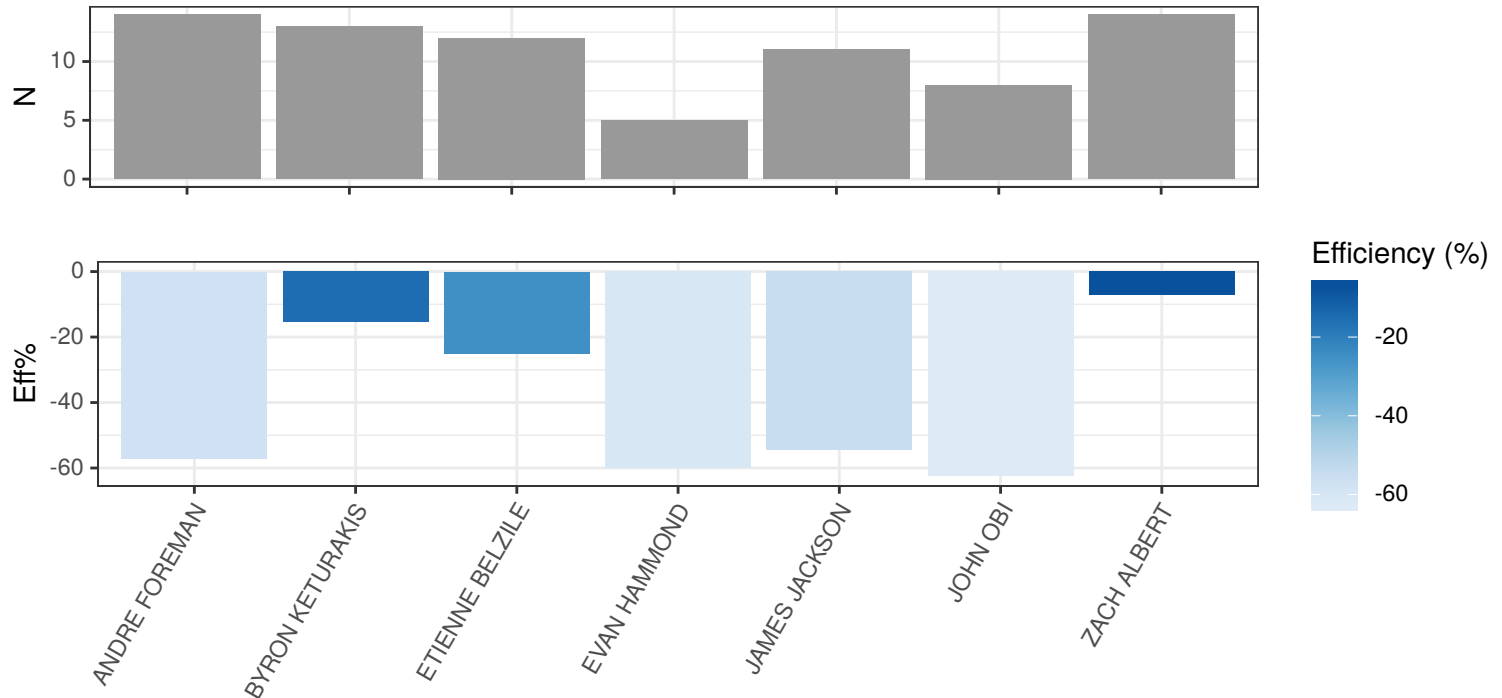
### 5.2 Expected breakpoint %

(Expected percentage of points won on serve, given this server's serve evaluations and the league-wide BP% for each of those evaluations)



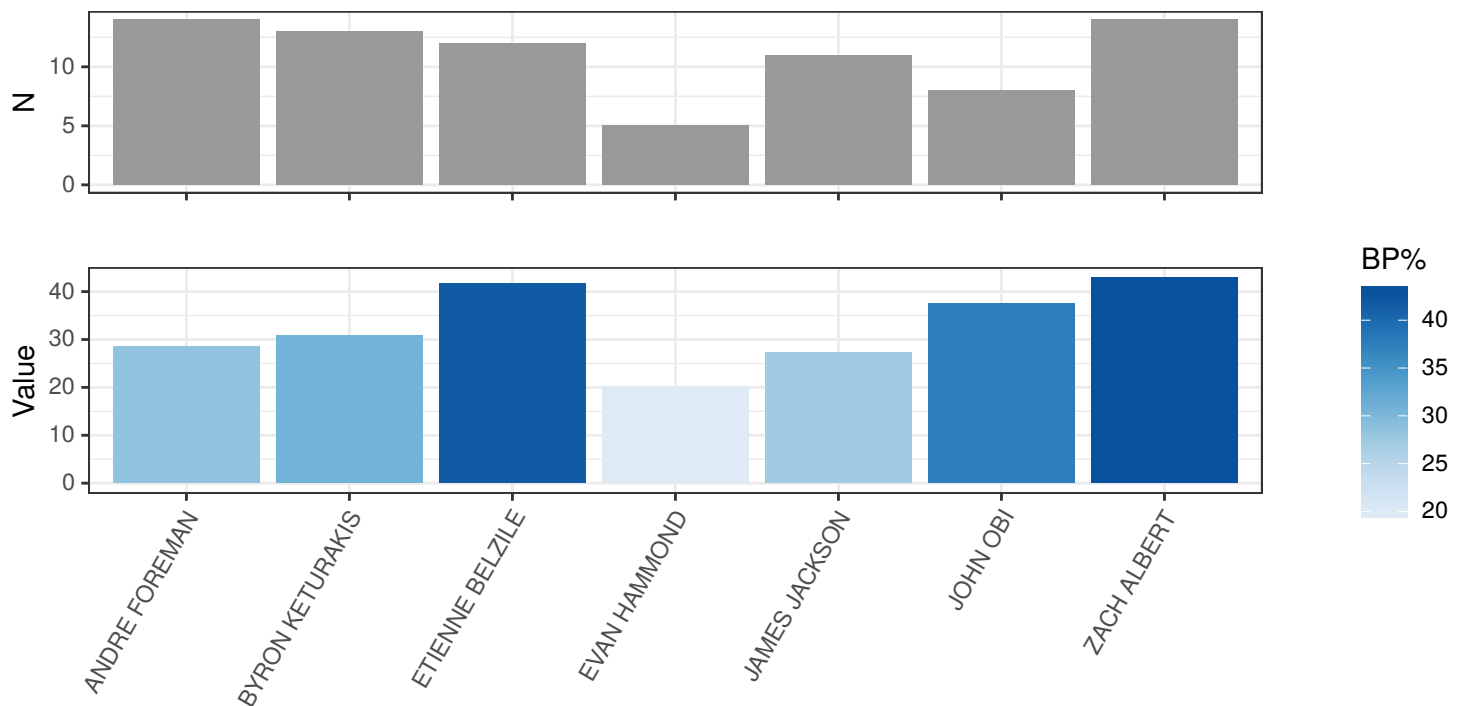
### 5.3 Serve efficiency

(Aces + positive - errors - negative)/(N serves)



### 5.4 Breakpoint %

(Percentage of points won on serve)

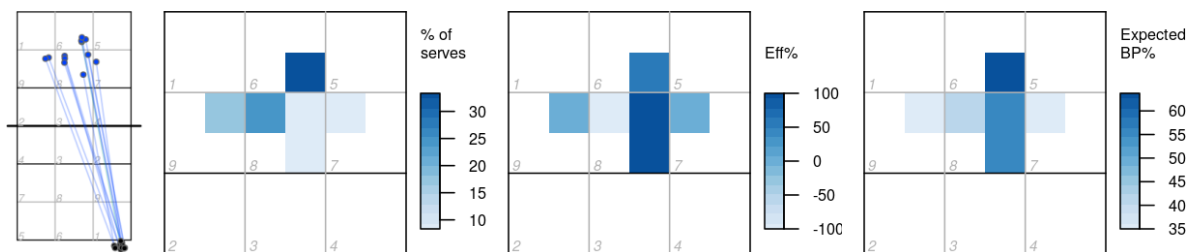


## 5.5 Individual

## 5.5.1 ZACH ALBERT (5)

	Position	Serves	Jump serves	Ace%	Err%	Exp BP%	Exp opp SO%	Eff%	BP%
All (potentially including serves with missing position information)		14	1 (7.1%)	7.1	14.3	42.8	50.1	-7.1	42.9
All (with position information)		12	0	8.3	0.0	49.9	50.1	8.3	50.0
Serves from the left (zones 5/7)		0	0						
Serves from the centre (zone 6)		0	0						
Serves from the right (zones 9/1)		12	0	8.3	0.0	49.9	50.1	8.3	50.0

## All serves with position information (N = 12):



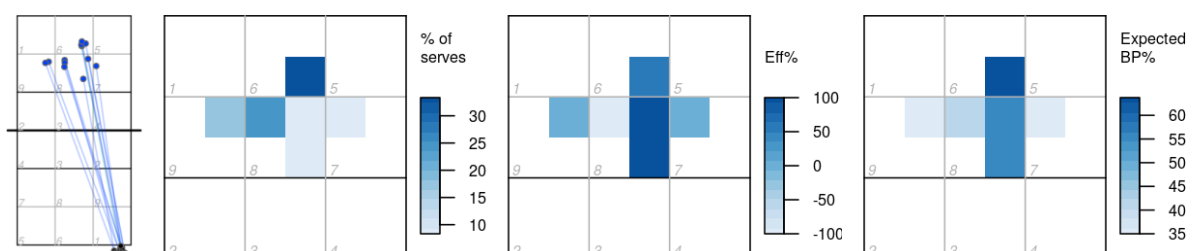
## Serves from the left (zones 5/7; N = 0):

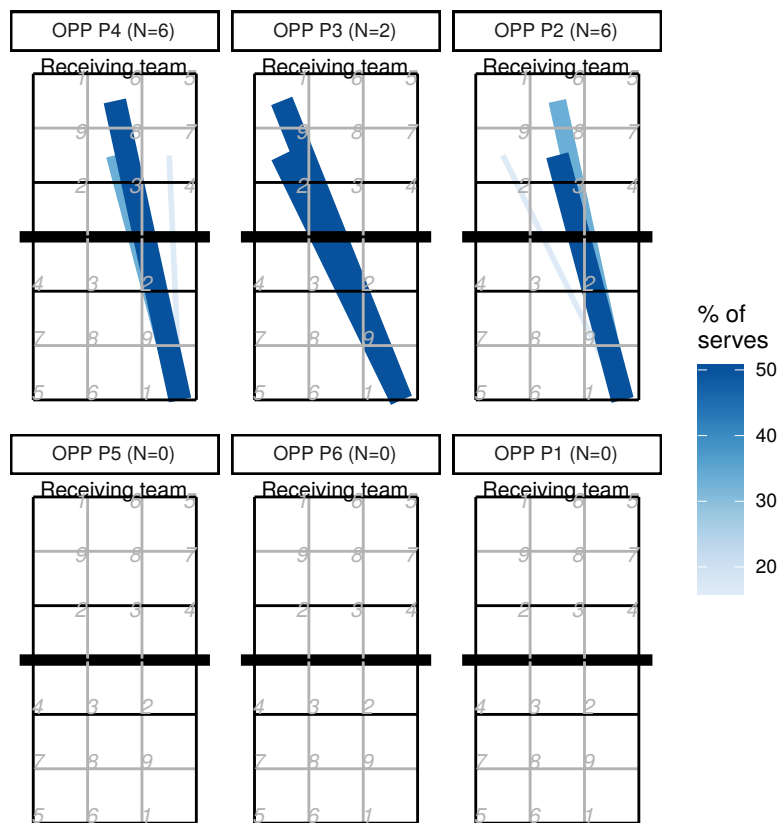
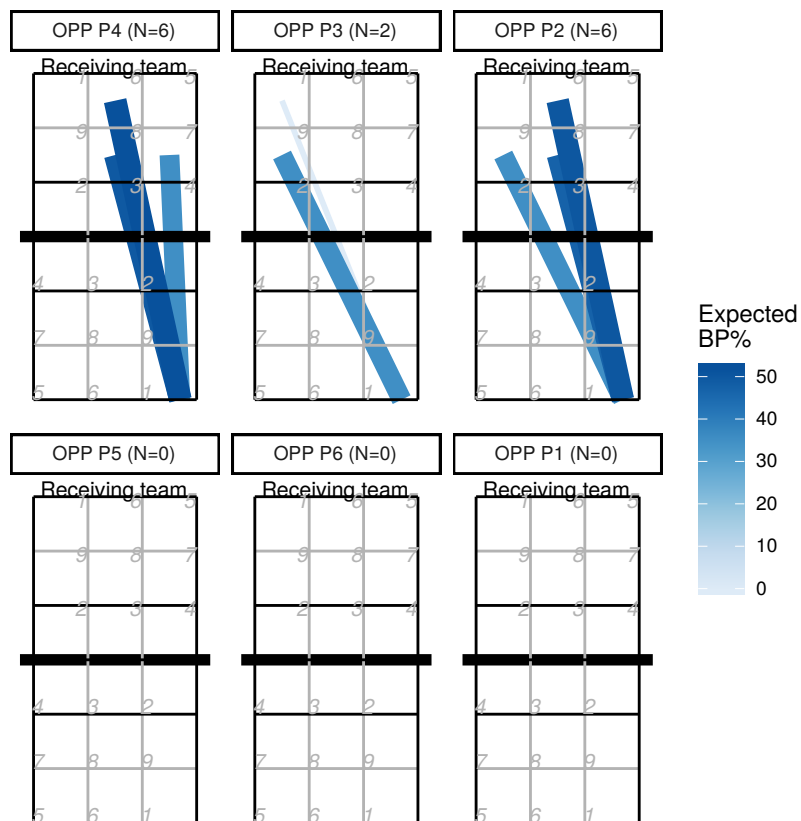


## Serves from the centre (zone 6, N = 0):



## Serves from the right (zones 9/1, N = 12):

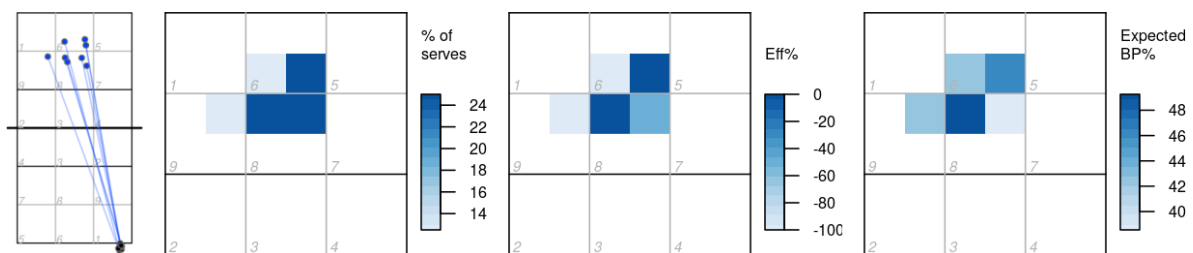


**By opposition rotation: serve distribution****By opposition rotation: expected breakpoint percentage**

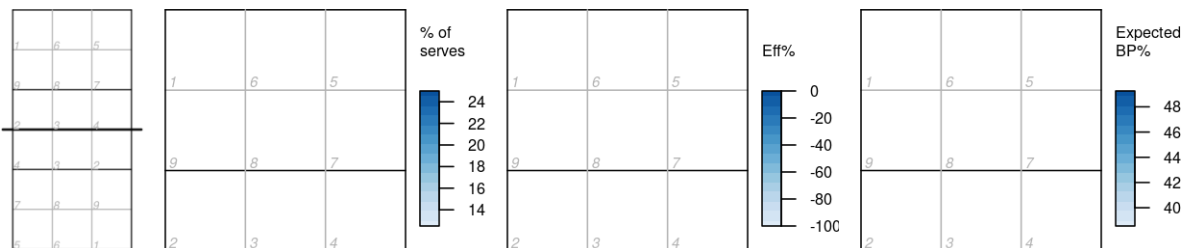
## 5.5.2 JAMES JACKSON (6)

	Position	Serves	Jump serves	Ace%	Err%	Exp BP%	Exp opp SO%	Eff%	BP%
All (potentially including serves with missing position information)		11	6 (54.5%)	0	27.3	32	56	-54.5	27.3
All (with position information)		8	4 (50%)	0	0.0	44	56	-37.5	37.5
Serves from the left (zones 5/7)		0	0						
Serves from the centre (zone 6)		0	0						
Serves from the right (zones 9/1)		8	4 (50%)	0	0.0	44	56	-37.5	37.5

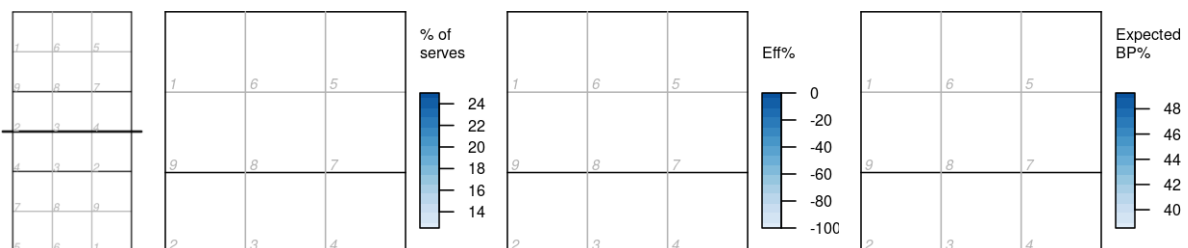
## All serves with position information (N = 8):



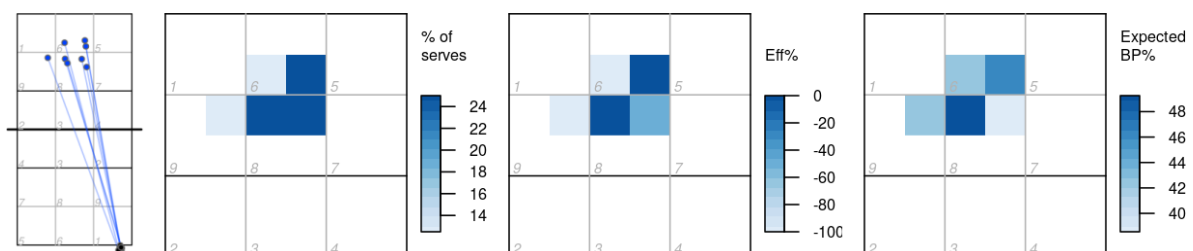
## Serves from the left (zones 5/7; N = 0):

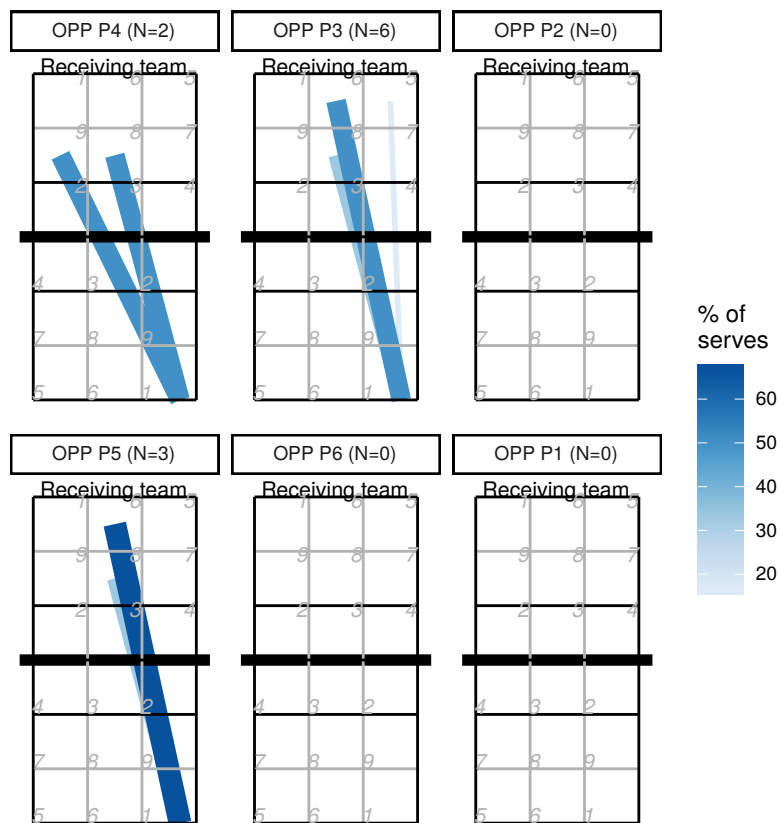
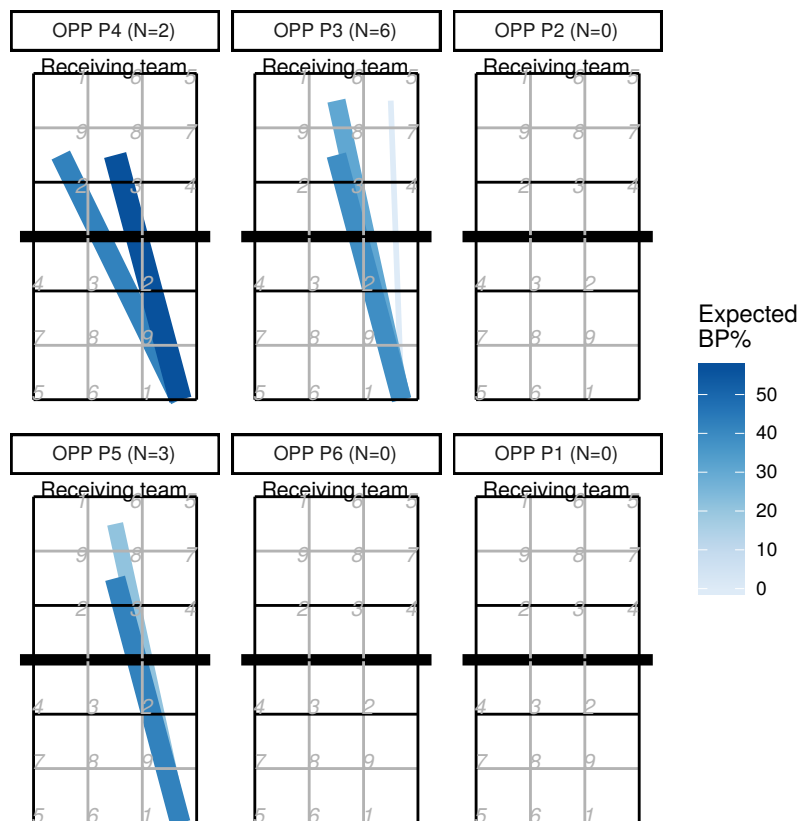


## Serves from the centre (zone 6; N = 0):



## Serves from the right (zones 9/1, N = 8):

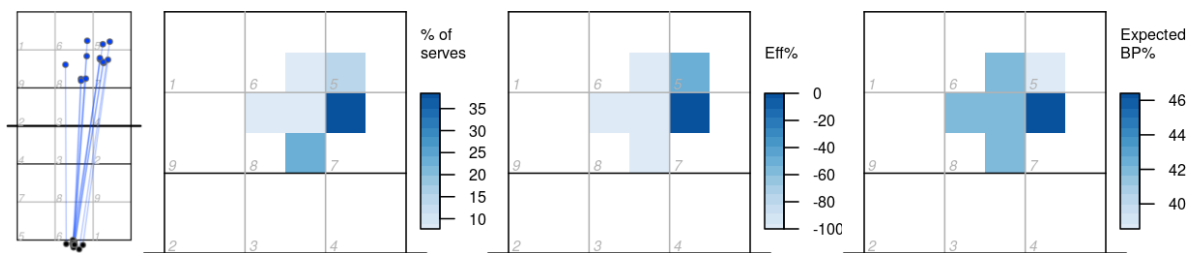


**By opposition rotation: serve distribution****By opposition rotation: expected breakpoint percentage**

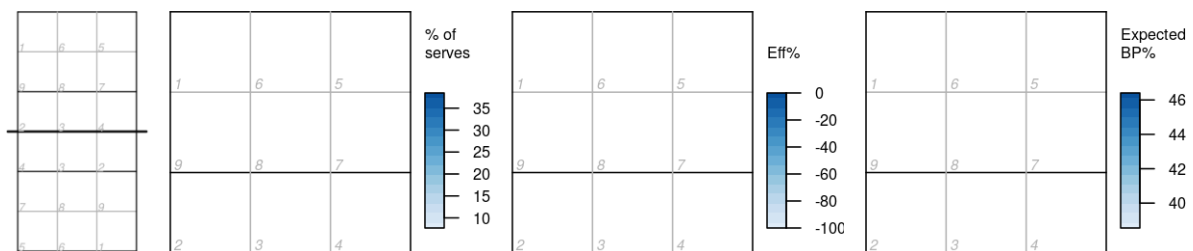
## 5.5.3 ANDRE FOREMAN (8)

	Position	Serves	Jump serves	Ace%	Err%	Exp BP%	Exp opp SO%	Eff%	BP%
All (potentially including serves with missing position information)		14	0	0	7.1	40.1	56.8	-57.1	28.6
All (with position information)		13	0	0	0.0	43.2	56.8	-53.8	30.8
Serves from the left (zones 5/7)		0	0						
Serves from the centre (zone 6)		13	0	0	0.0	43.2	56.8	-53.8	30.8
Serves from the right (zones 9/1)		0	0						

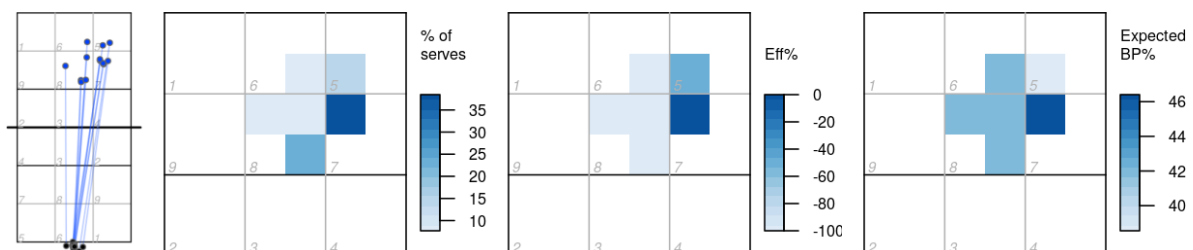
## All serves with position information (N = 13):



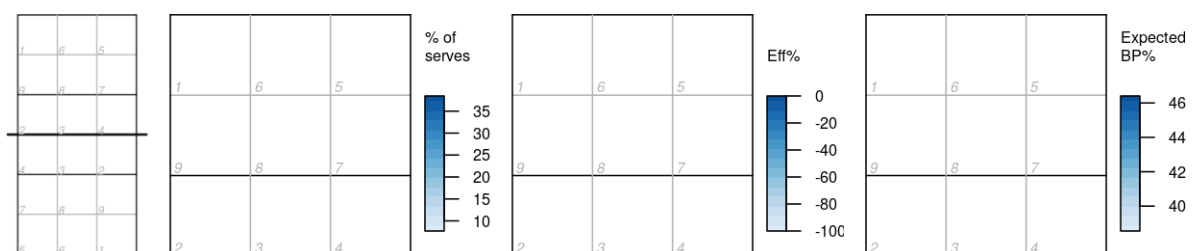
## Serves from the left (zones 5/7; N = 0):

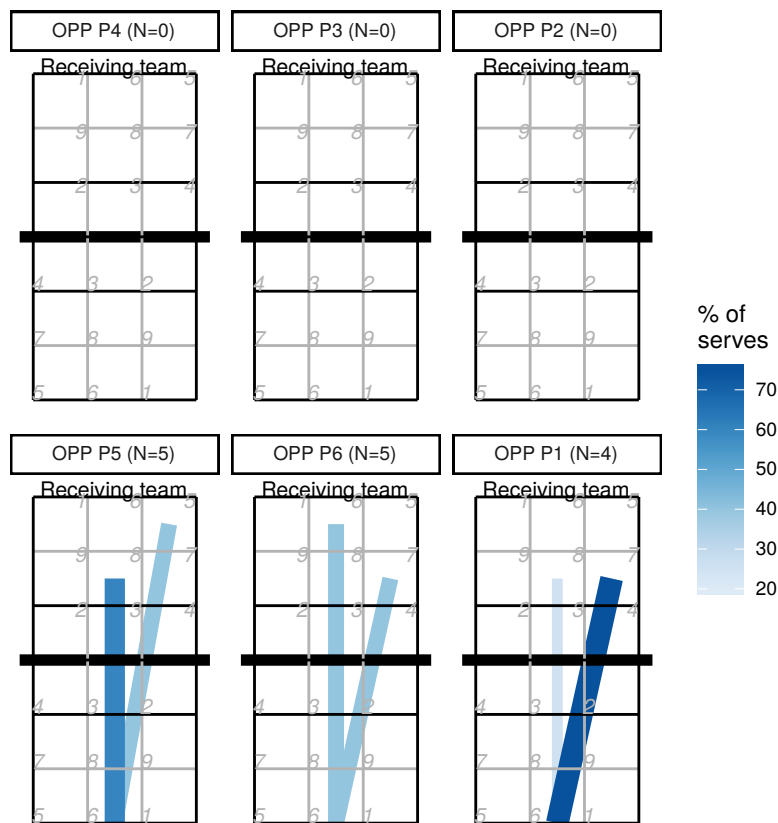
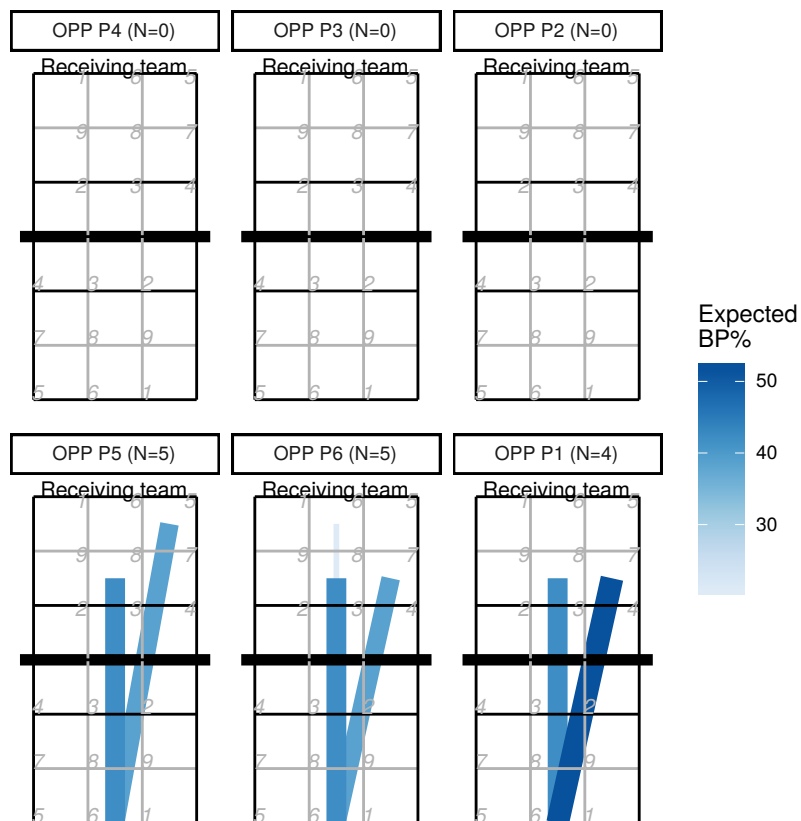


## Serves from the centre (zone 6, N = 13):



## Serves from the right (zones 9/1, N = 0):

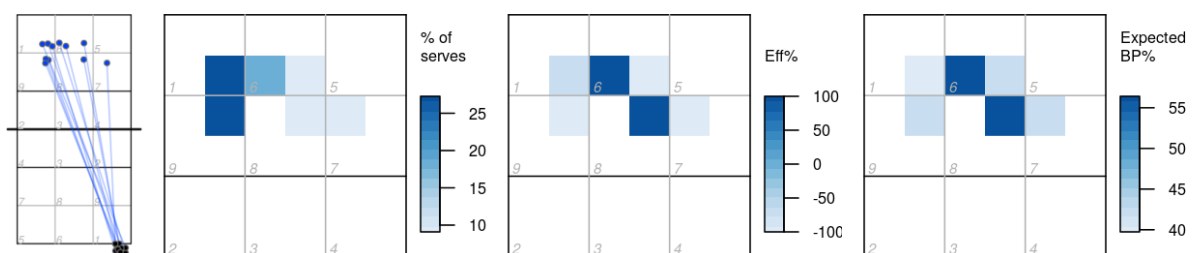


**By opposition rotation: serve distribution****By opposition rotation: expected breakpoint percentage**

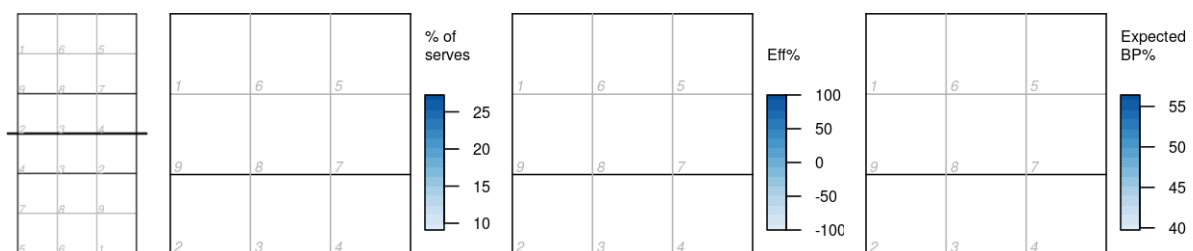
## 5.5.4 ETIENNE BELZILE (10)

	Position	Serves	Jump serves	Ace%	Err%	Exp BP%	Exp opp SO%	Eff%	BP%
All (potentially including serves with missing position information)		12	12 (100%)	0	0	45.7	54.3	-25.0	41.7
All (with position information)		11	11 (100%)	0	0	45.4	54.6	-36.4	45.5
Serves from the left (zones 5/7)		0	0						
Serves from the centre (zone 6)		0	0						
Serves from the right (zones 9/1)		11	11 (100%)	0	0	45.4	54.6	-36.4	45.5

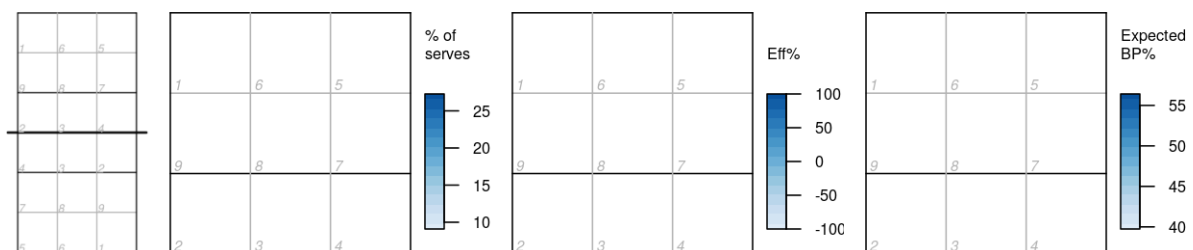
## All serves with position information (N = 11):



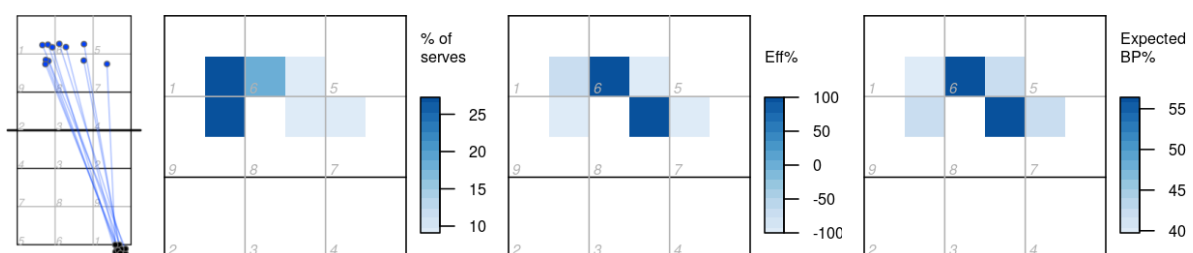
## Serves from the left (zones 5/7; N = 0):

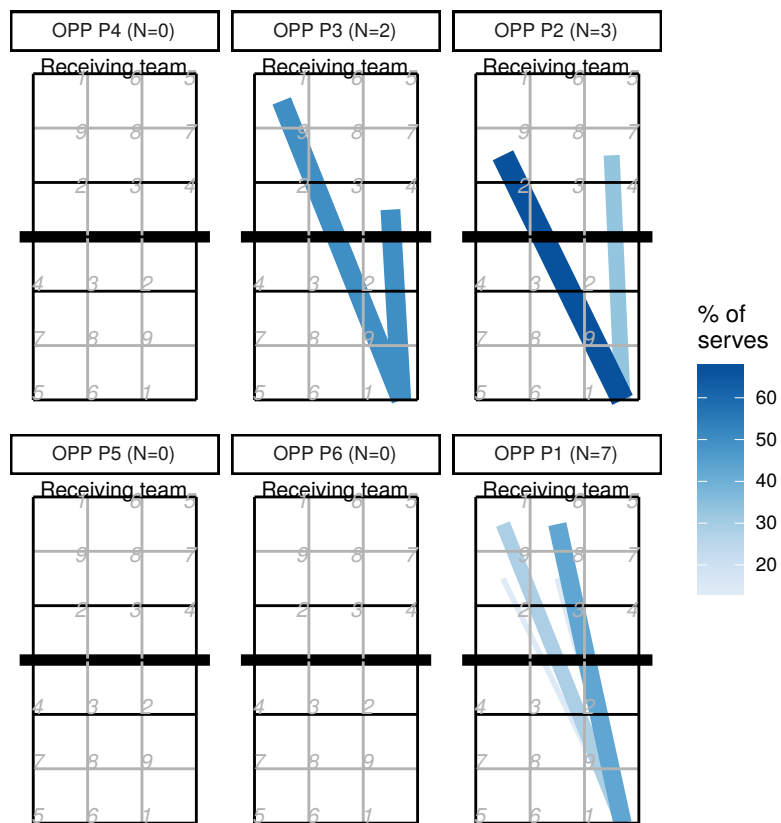
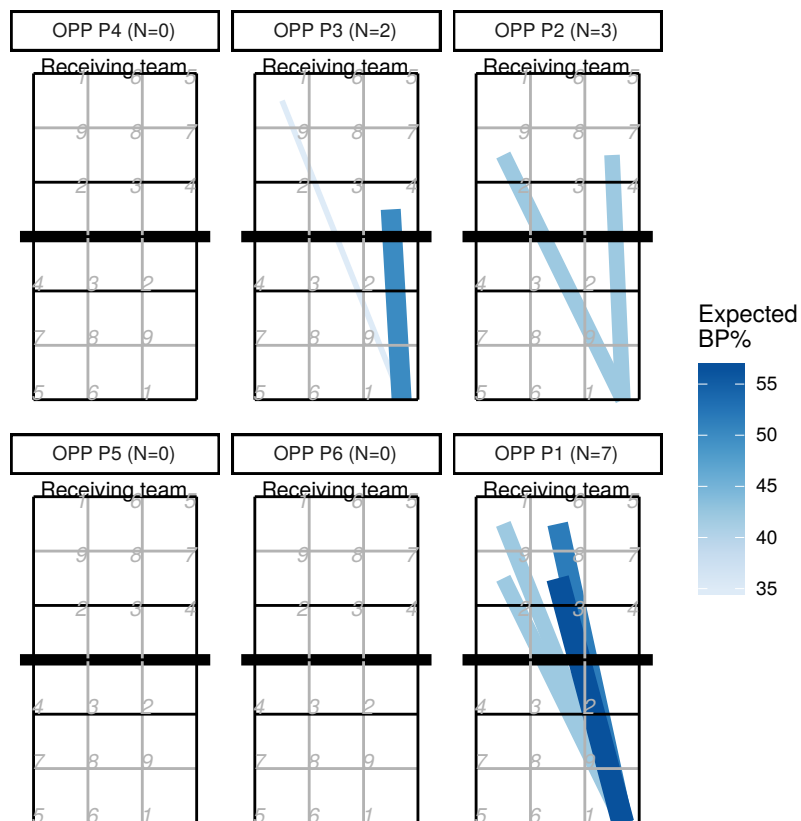


## Serves from the centre (zone 6; N = 0):



## Serves from the right (zones 9/1, N = 11):

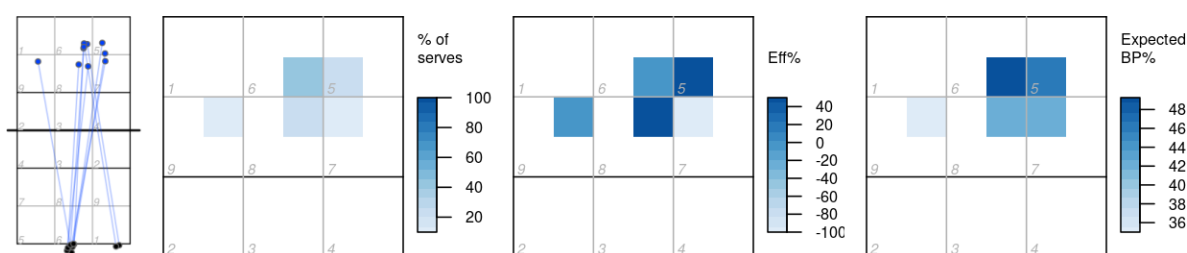


**By opposition rotation: serve distribution****By opposition rotation: expected breakpoint percentage**

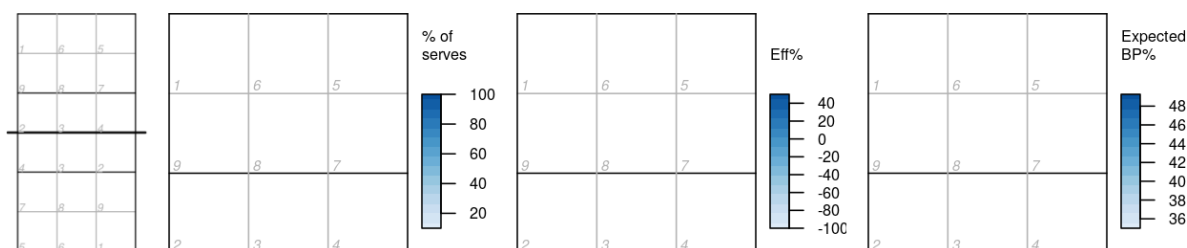
## 5.5.5 BYRON KETURAKIS (13)

	Position	Serves	Jump serves	Ace%	Err%	Exp BP%	Exp opp SO%	Eff%	BP%
All (potentially including serves with missing position information)		13	13 (100%)	0	23.1	34.7	54.9	-15.4	30.8
All (with position information)		10	10 (100%)	0	0.0	45.1	54.9	10.0	40.0
Serves from the left (zones 5/7)		0	0						
Serves from the centre (zone 6)		8	8 (100%)	0	0.0	44.0	56.0	12.5	37.5
Serves from the right (zones 9/1)		2	2 (100%)	0	0.0	49.3	50.7	0.0	50.0

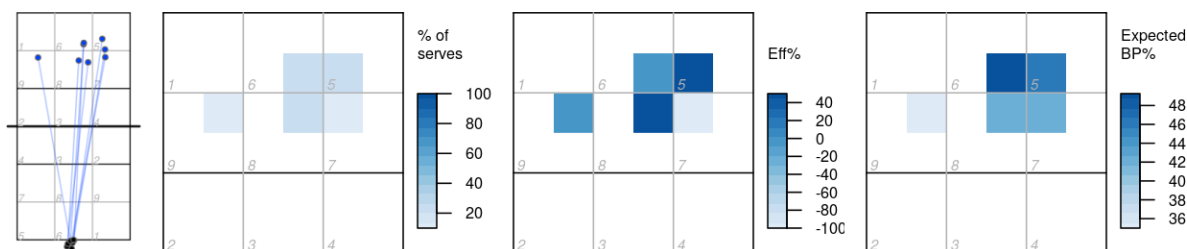
## All serves with position information (N = 10):



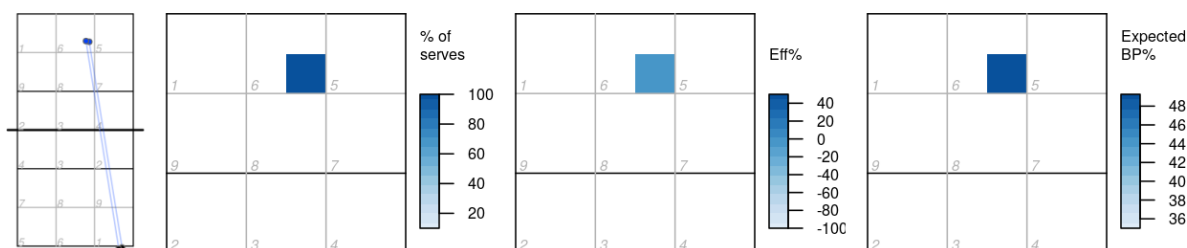
## Serves from the left (zones 5/7; N = 0):

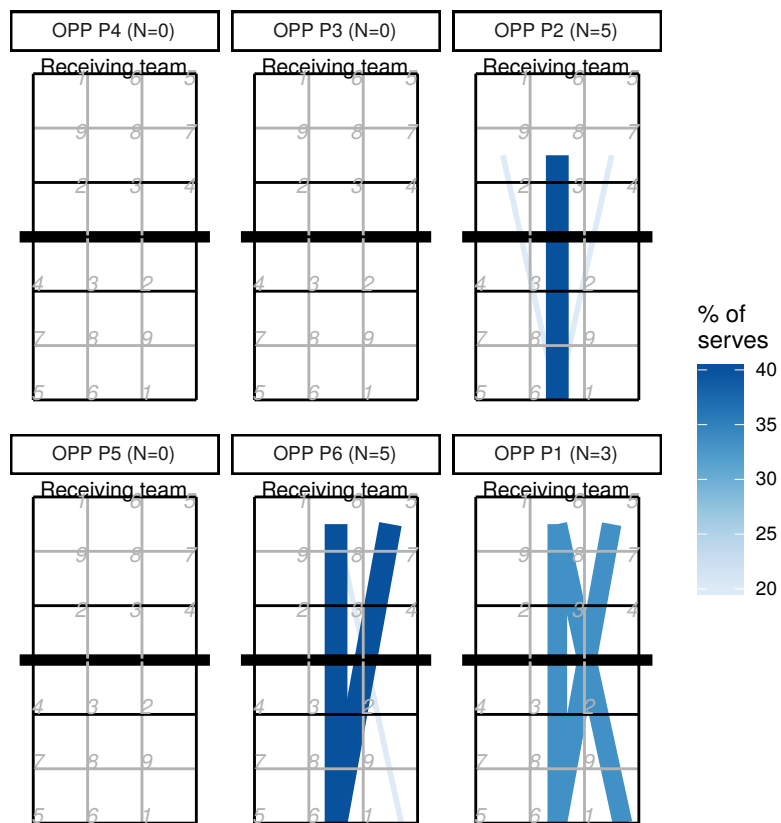
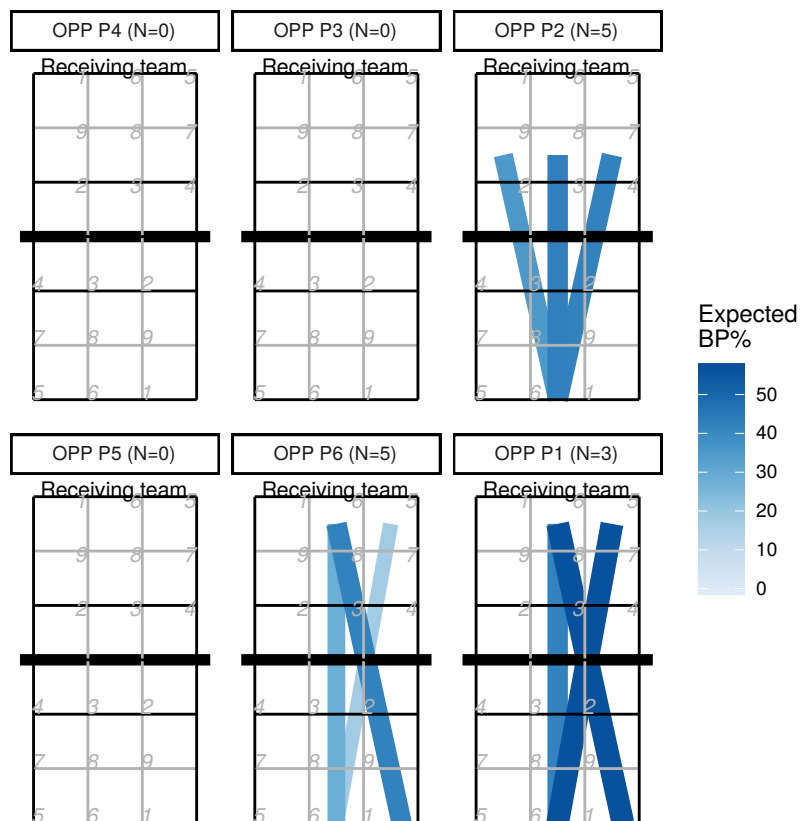


## Serves from the centre (zone 6, N = 8):



## Serves from the right (zones 9/1, N = 2):

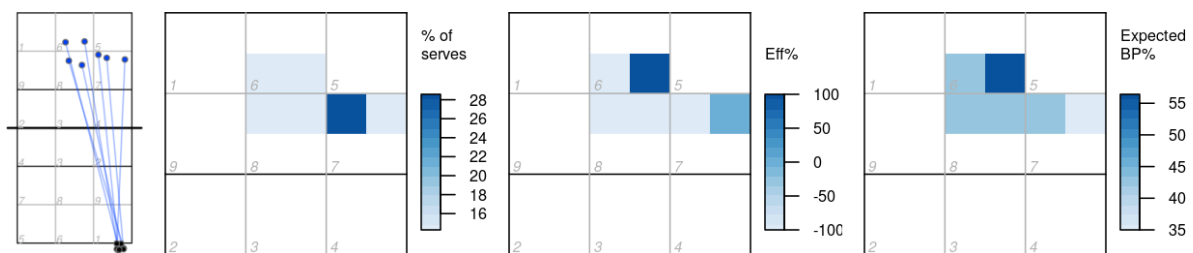


**By opposition rotation: serve distribution****By opposition rotation: expected breakpoint percentage**

## 5.5.6 JOHN OBI (17)

	Position	Serves	Jump serves	Ace%	Err%	Exp BP%	Exp opp SO%	Eff%	BP%
All (potentially including serves with missing position information)		8	0	0	12.5	37.7	56.9	-62.5	37.5
All (with position information)		7	0	0	0.0	43.1	56.9	-57.1	42.9
Serves from the left (zones 5/7)		0	0						
Serves from the centre (zone 6)		0	0						
Serves from the right (zones 9/1)		7	0	0	0.0	43.1	56.9	-57.1	42.9

## All serves with position information (N = 7):



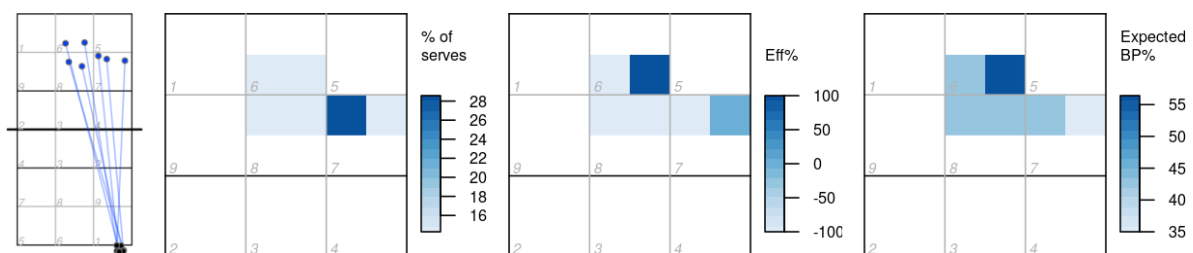
## Serves from the left (zones 5/7; N = 0):

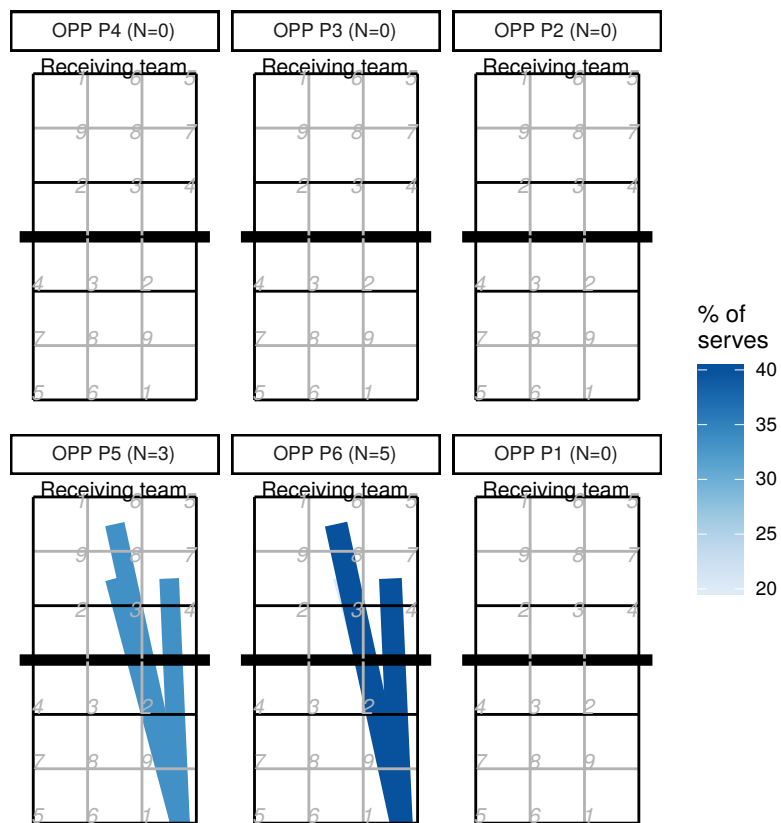
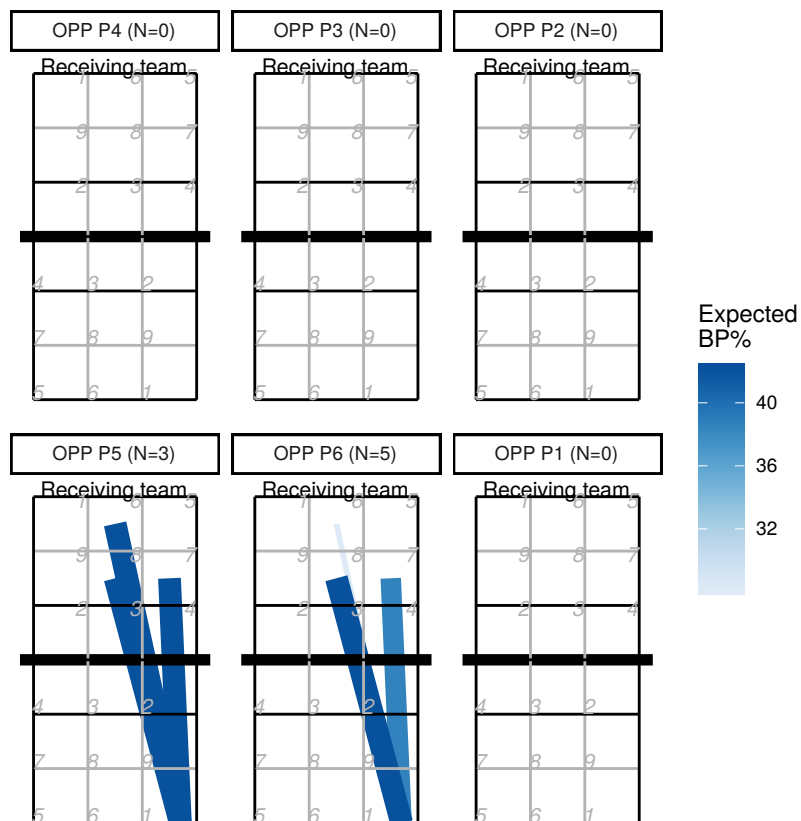


## Serves from the centre (zone 6, N = 0):



## Serves from the right (zones 9/1, N = 7):

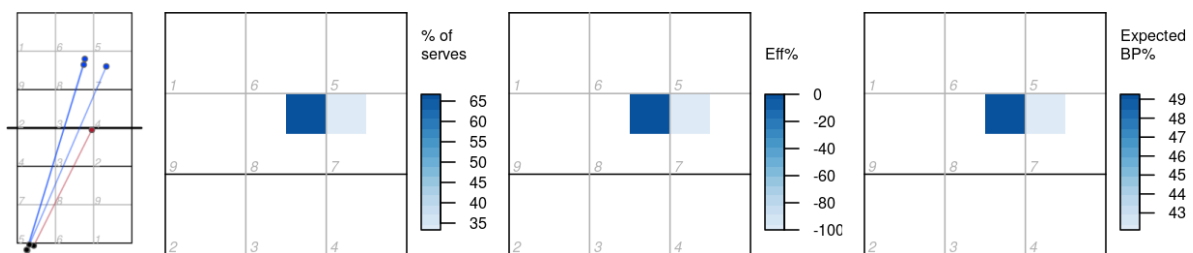


**By opposition rotation: serve distribution****By opposition rotation: expected breakpoint percentage**

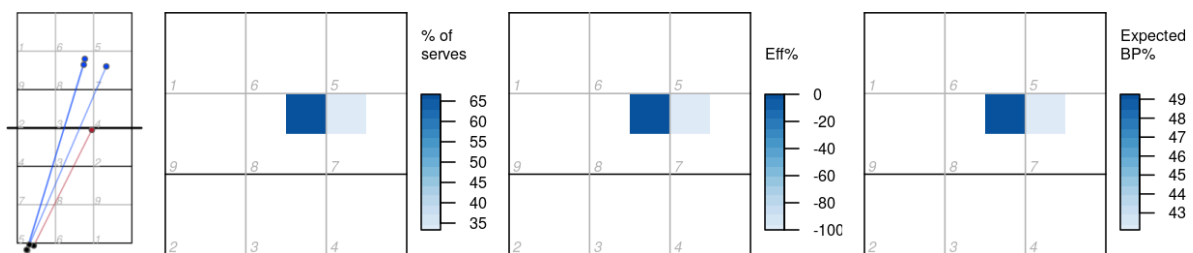
## 5.5.7 EVAN HAMMOND (18)

	Position	Serves	Jump serves	Ace%	Err%	Exp BP%	Exp opp SO%	Eff%	BP%
All (potentially including serves with missing position information)		5	0	0	40	28.1	53.1	-60	20
All (with position information)		4	0	0	25	35.2	53.1	-50	25
Serves from the left (zones 5/7)		4	0	0	25	35.2	53.1	-50	25
Serves from the centre (zone 6)		0	0						
Serves from the right (zones 9/1)		0	0						

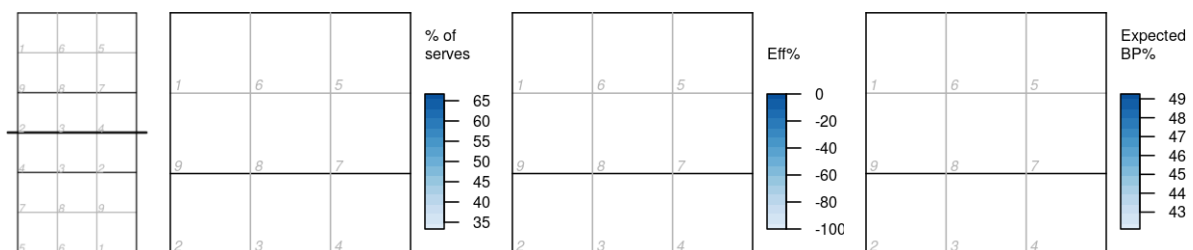
## All serves with position information (N = 4):



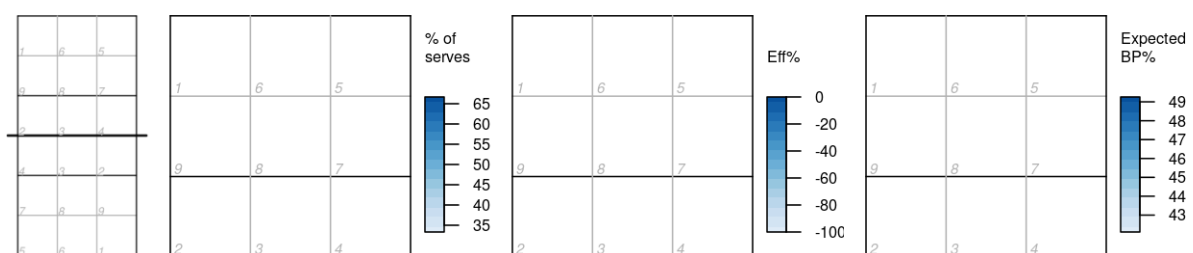
## Serves from the left (zones 5/7; N = 4):

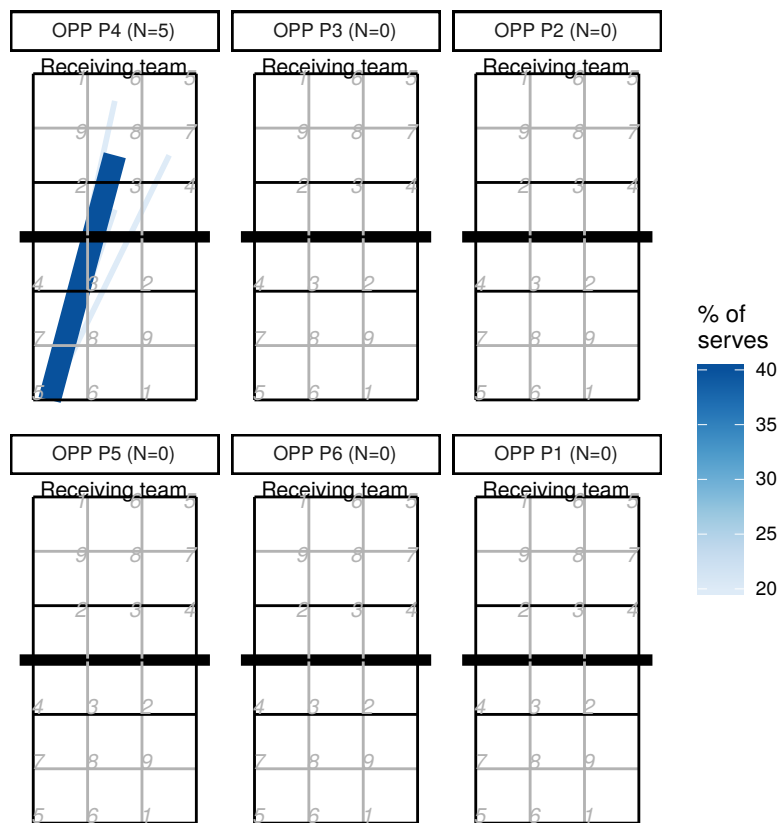
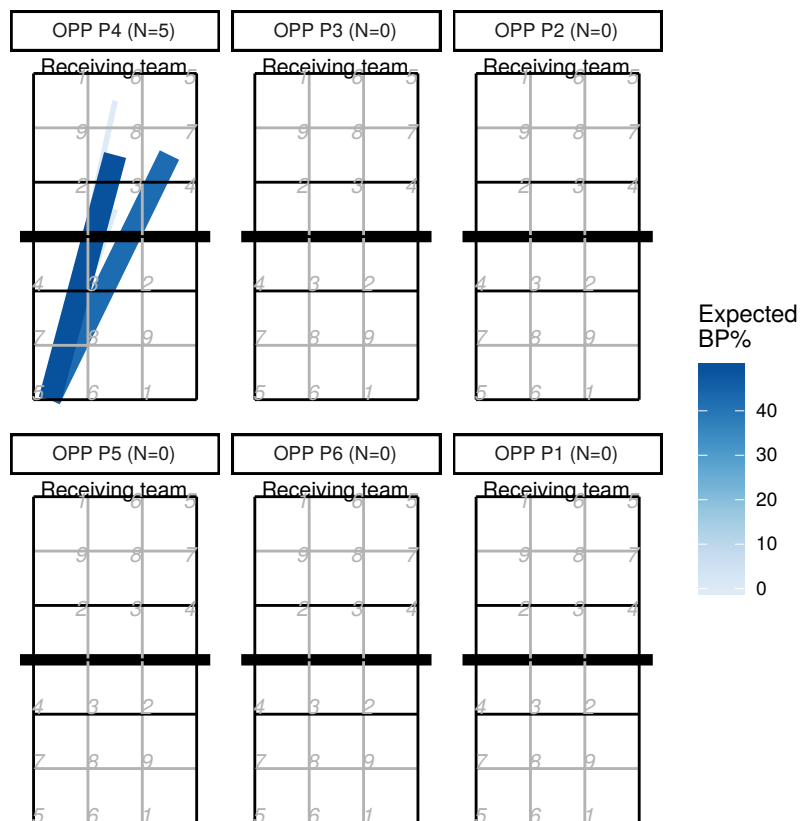


## Serves from the centre (zone 6, N = 0):



## Serves from the right (zones 9/1, N = 0):



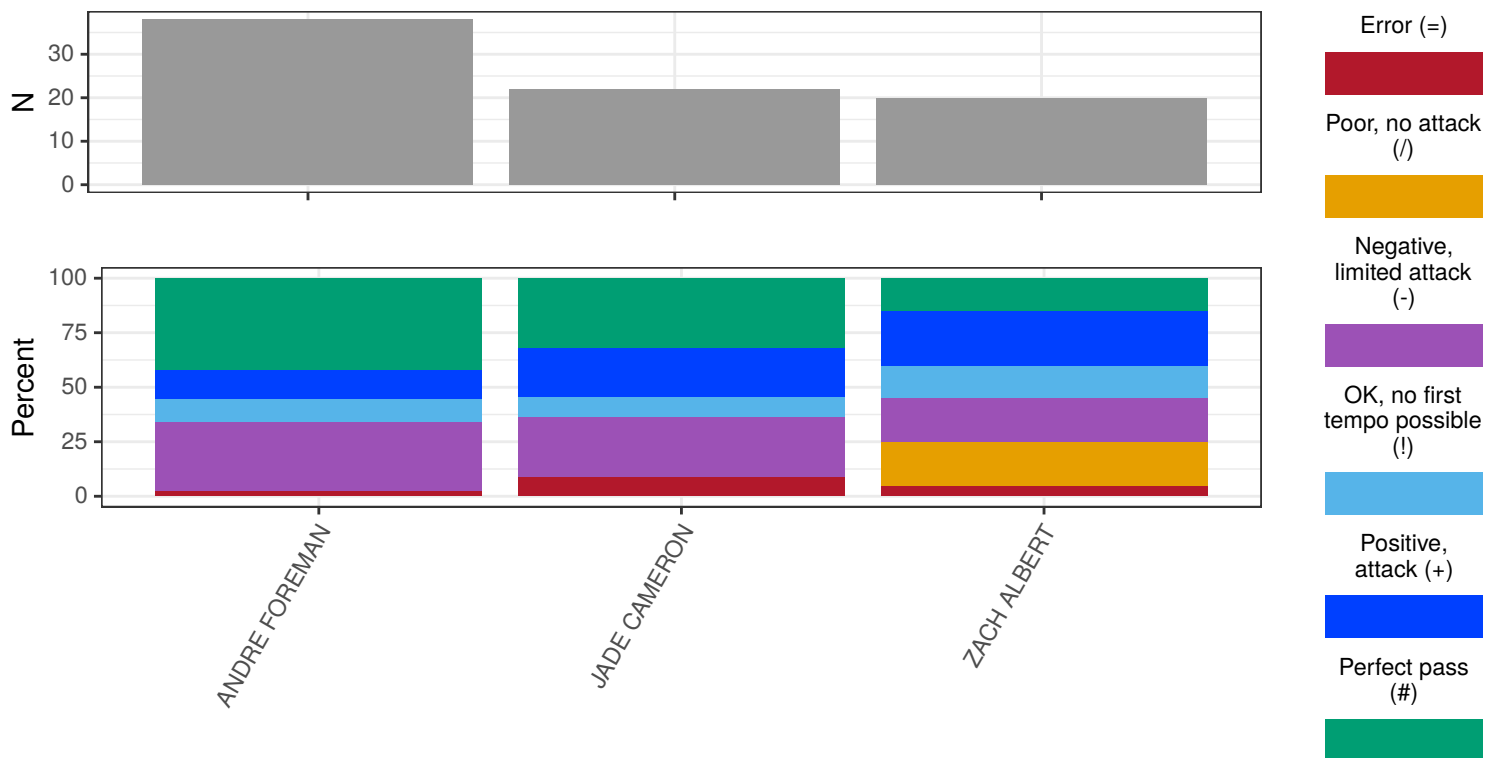
**By opposition rotation: serve distribution****By opposition rotation: expected breakpoint percentage**

## 6 Reception

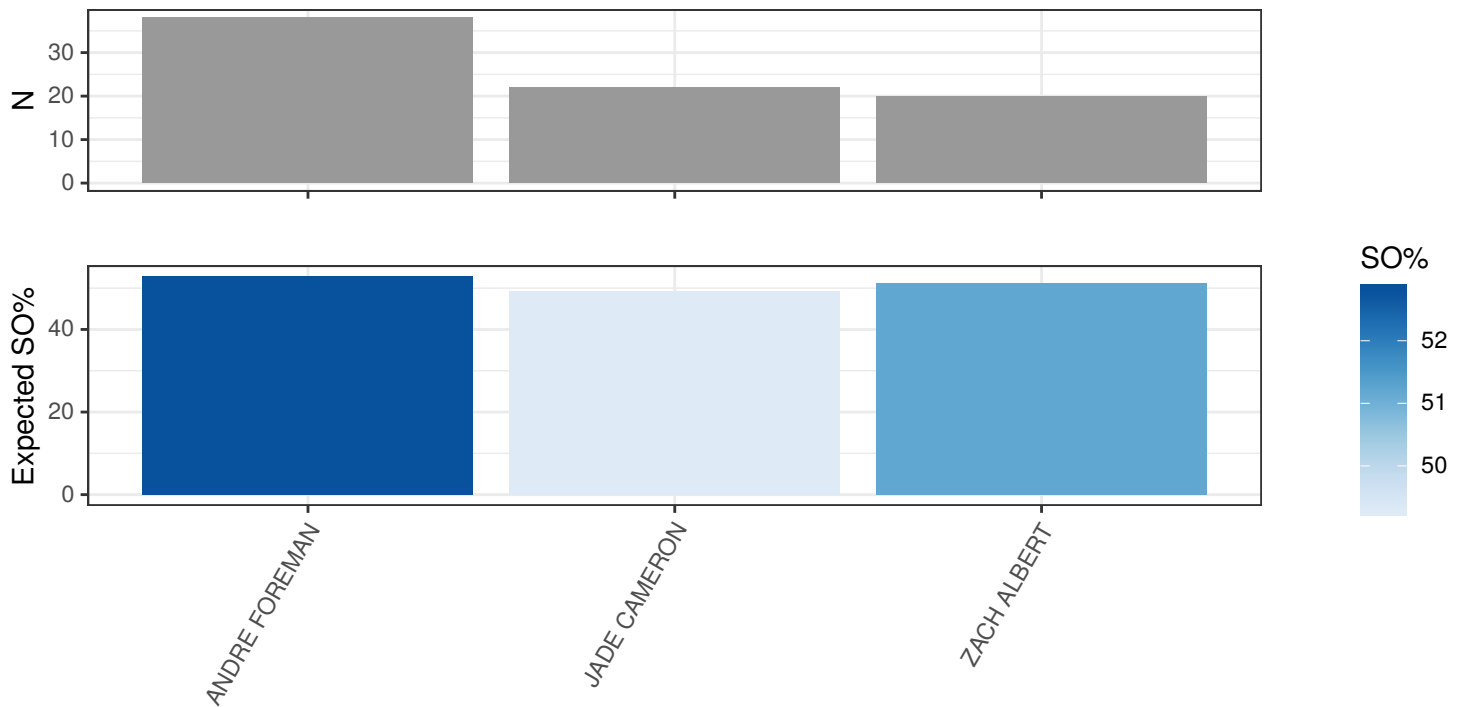
"Exp SO%" is the expected sideout percentage when a given receiver is passing, based on that receiver's pass evaluations and the league-wide SO% for each of those evaluations.

Number	Player name	N tot	SO% tot	Eff% tot	Exp SO% tot	N jump	SO% jump	Eff% jump	Exp SO% jump	N other	SO% other	Eff% other	Exp SO% other
5	ZACH ALBERT	20	45.0	15.0	51.2	8	50.0	0.0	56.7	12	41.7	25.0	47.6
8	ANDRE FOREMAN	38	42.1	52.6	52.8	7	42.9	71.4	54.2	31	41.9	48.4	52.5
14	JADE CAMERON	22	50.0	45.5	49.3	3	66.7	0.0	33.0	19	47.4	52.6	51.8

### 6.1 Reception evaluation

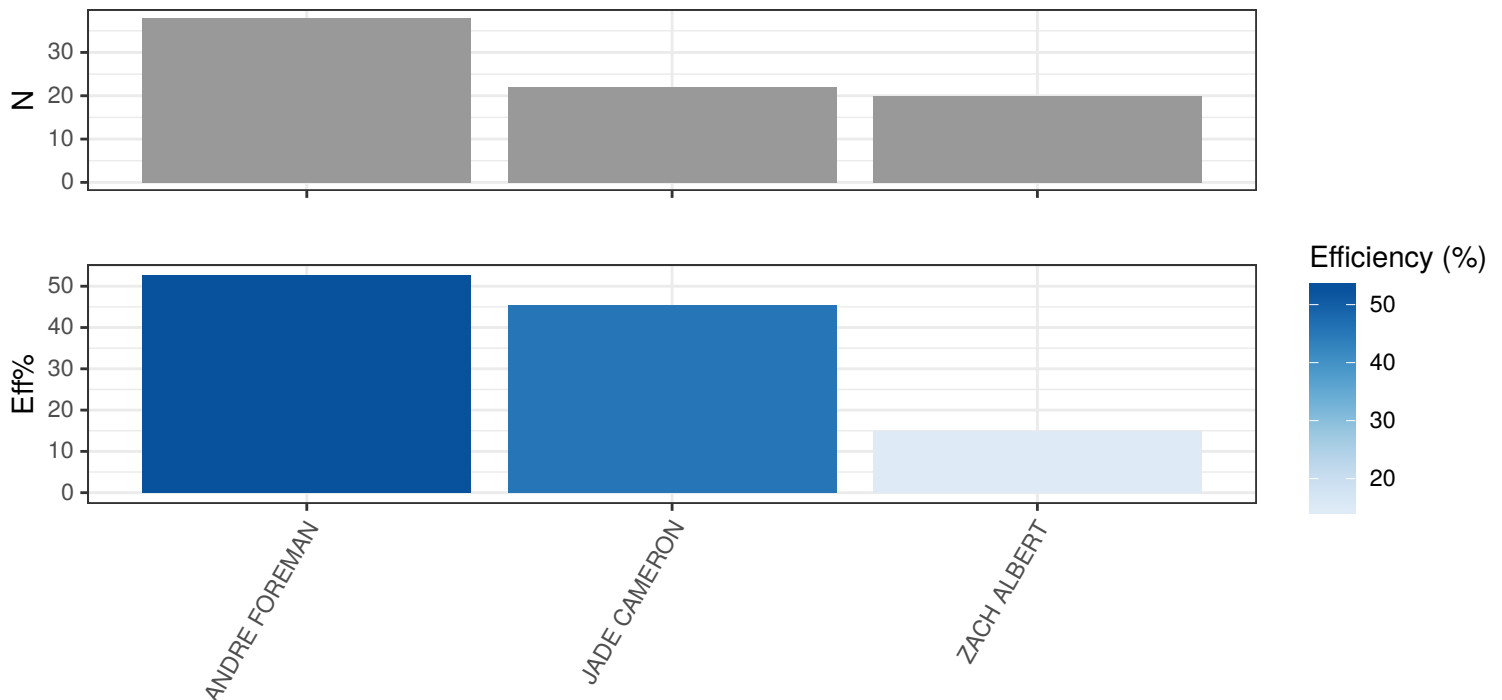


## 6.2 Expected sideout %



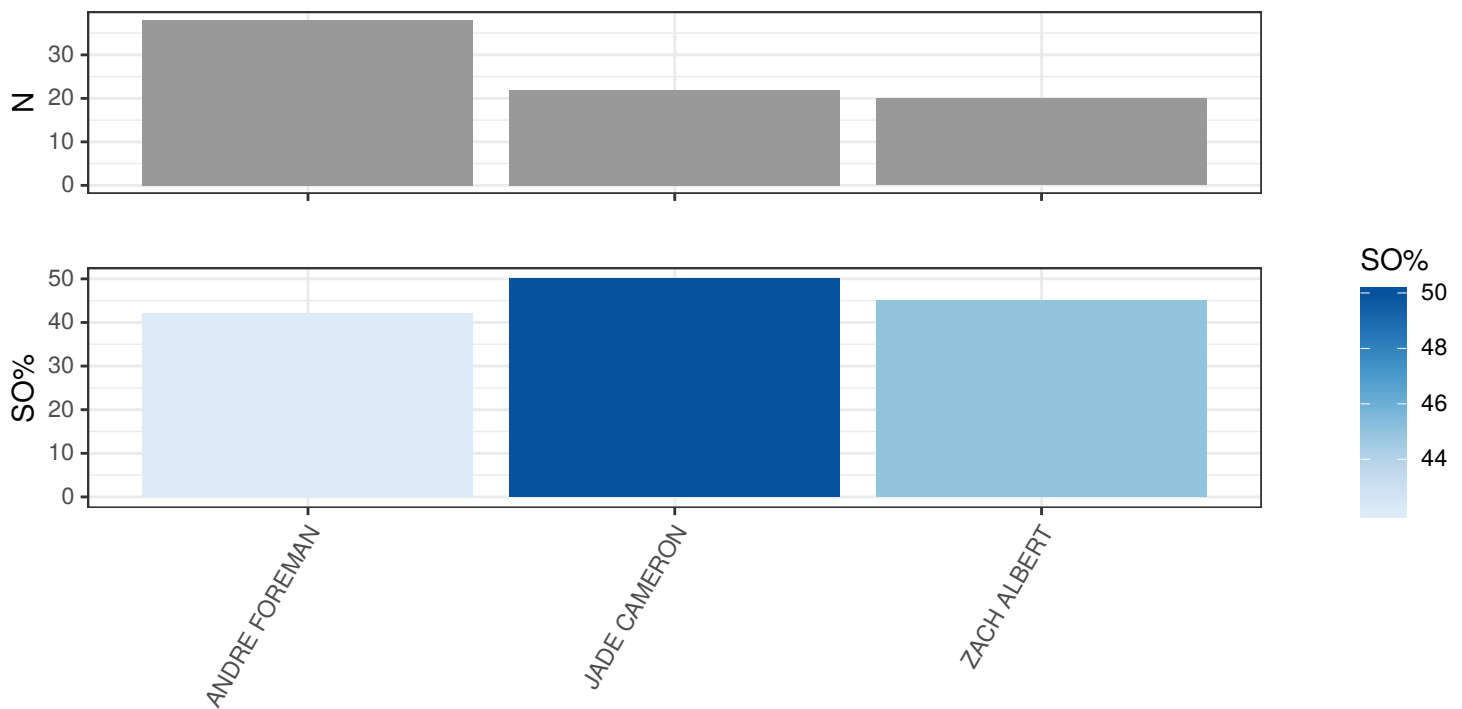
## 6.3 Reception efficiency

(Perfect + positive - errors - overpasses)/(N receptions)



## 6.4 Sideout %

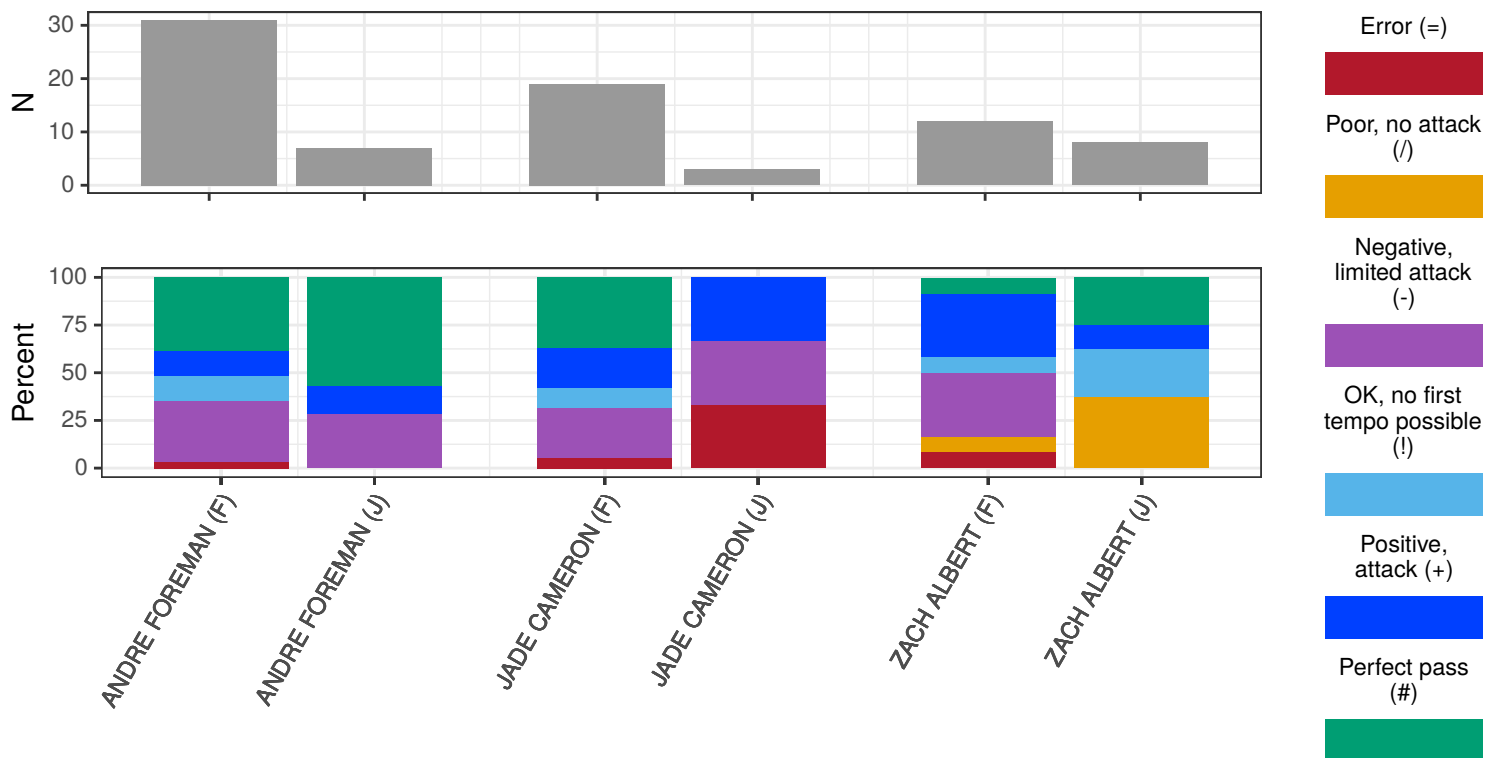
(Percentage of points won on reception)

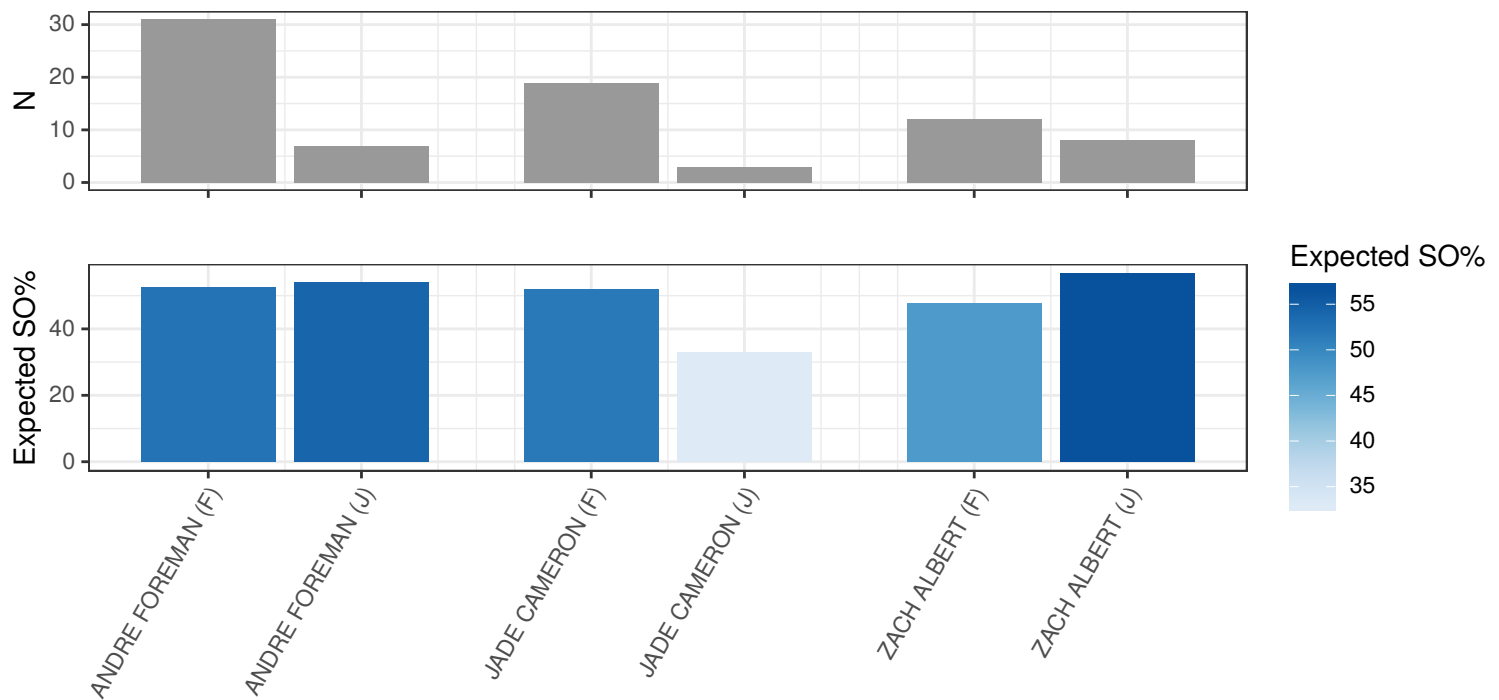
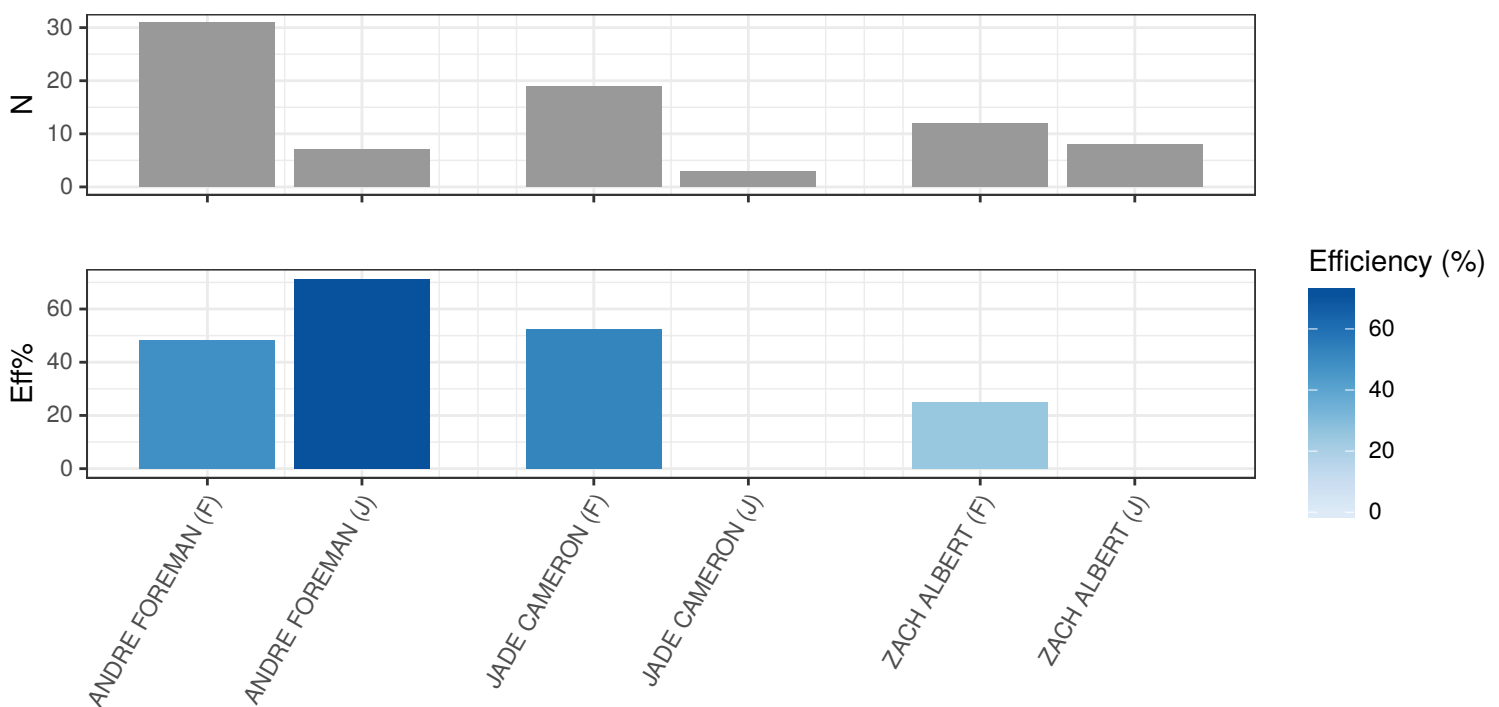
1:3  
2020-01-24Report via <https://apps.untan.gl/teamrep/>

## 6.5 By serve type

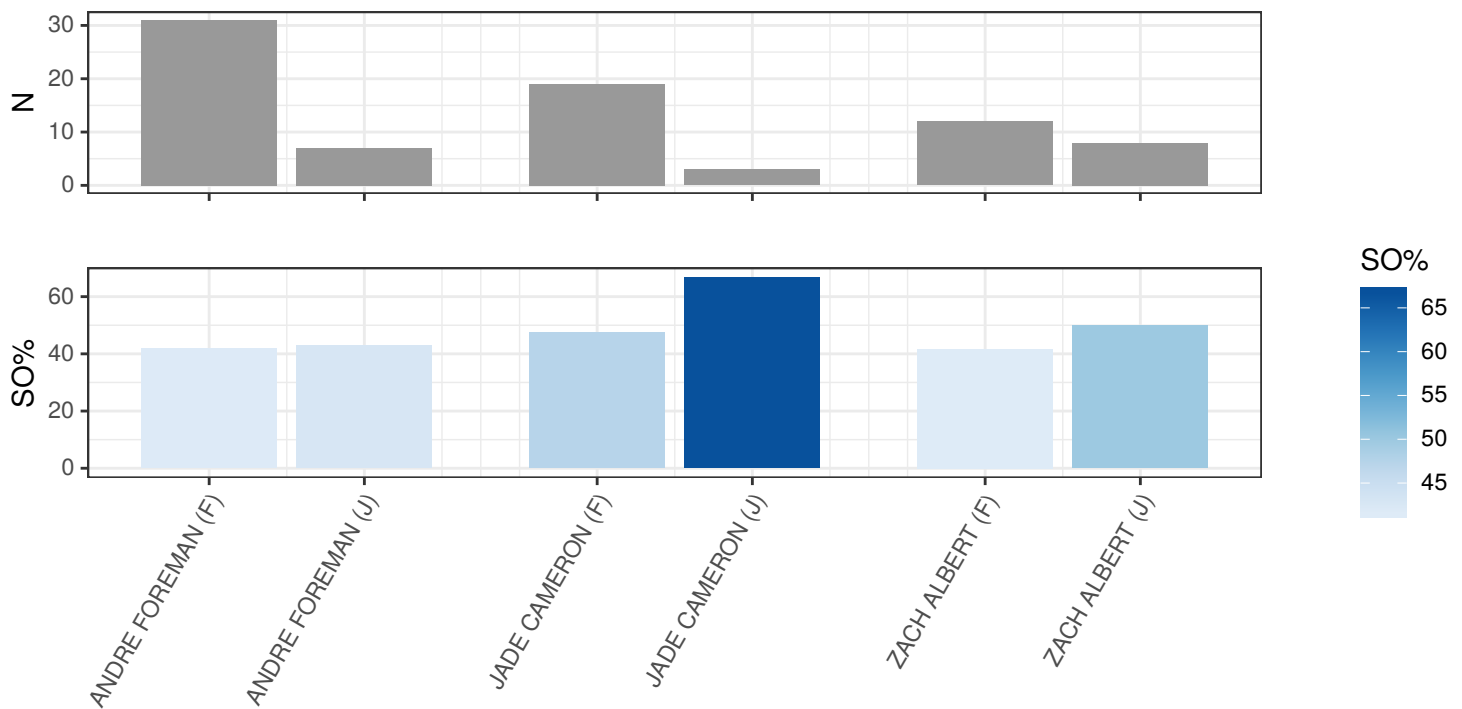
J = jump serve, F = all other serve types (float/jump-float/standing topspin)

### 6.5.1 Reception evaluation



**6.5.2 Expected sideout %****6.5.3 Reception efficiency****6.5.4 Sideout %**

(Percentage of points won on reception)

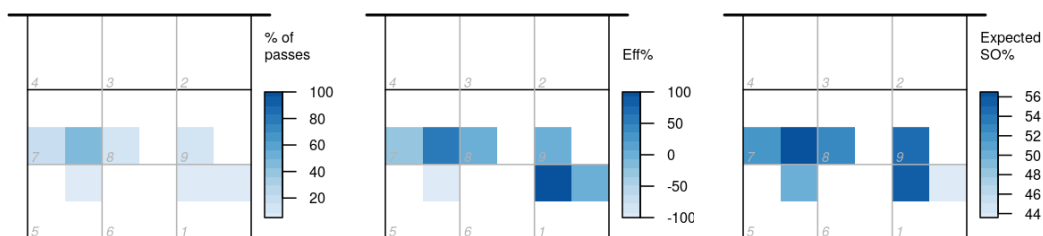


## 6.6 Individual

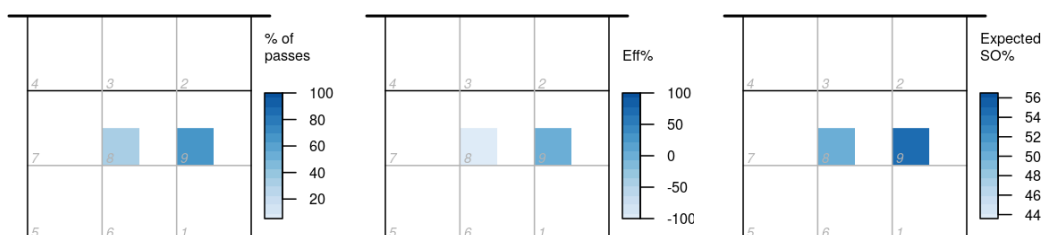
### 6.6.1 ZACH ALBERT (5)

	Direction	Receptions	Jump serve receptions	Expected SO%	Eff%	Err%	SO%
All (potentially including receptions with missing position information)		20	8 (40%)	51.2	15.0	5	45.0
All (with position information)		19	8 (42.1%)	53.9	21.1	0	47.4
From the receiver's left		3	2 (66.7%)	52.9	-33.3	0	66.7
Straight		12	6 (50%)	53.6	25.0	0	41.7
From the receiver's right		4	0	55.8	50.0	0	50.0

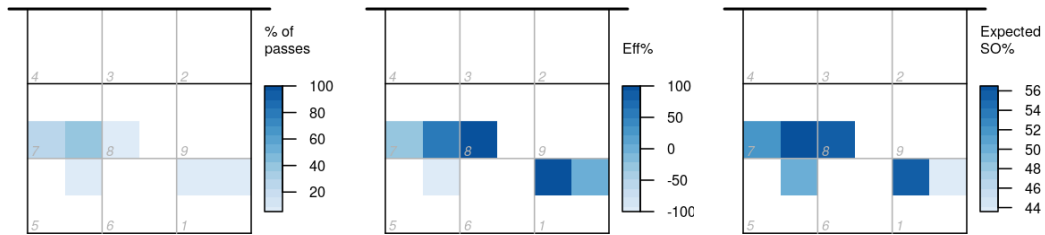
#### All receptions with position information (N = 19):



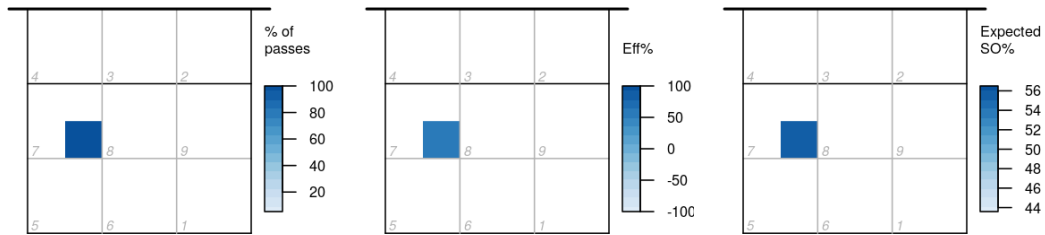
#### Receptions on serves coming from the receiver's left (N = 3):



#### Receptions on serves coming straight (i.e. parallel to the sidelines, N = 12):



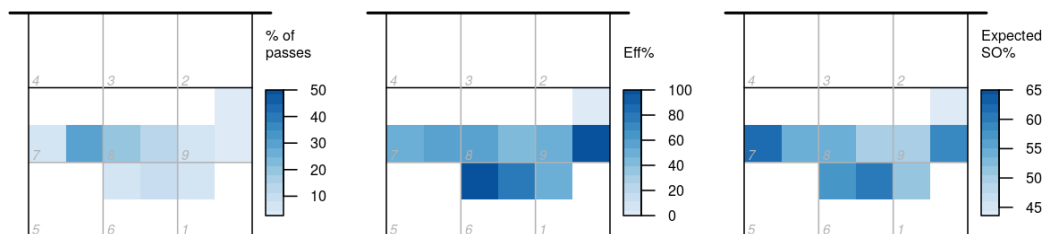
#### Receptions on serves coming from the receiver's right (N = 4):



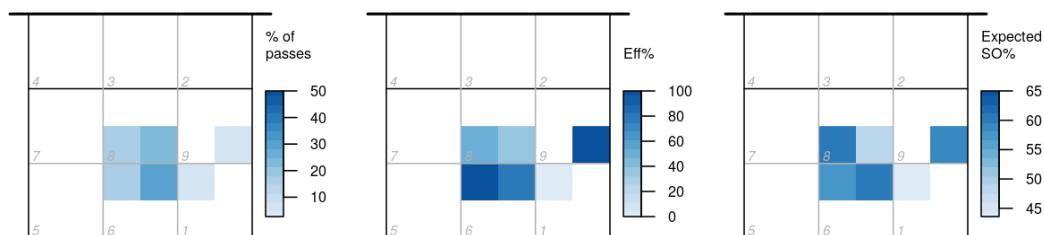
## 6.6.2 ANDRE FOREMAN (8)

	Direction	Receptions	Jump serve receptions	Expected SO%	Eff%	Err%	SO%
All (potentially including receptions with missing position information)		38	7 (18.4%)	52.8	52.6	2.6	42.1
All (with position information)		37	7 (18.9%)	54.3	56.8	0.0	43.2
From the receiver's left		13	7 (53.8%)	55.6	61.5	0.0	30.8
Straight		10	0	54.7	60.0	0.0	50.0
From the receiver's right		14	0	52.7	50.0	0.0	50.0

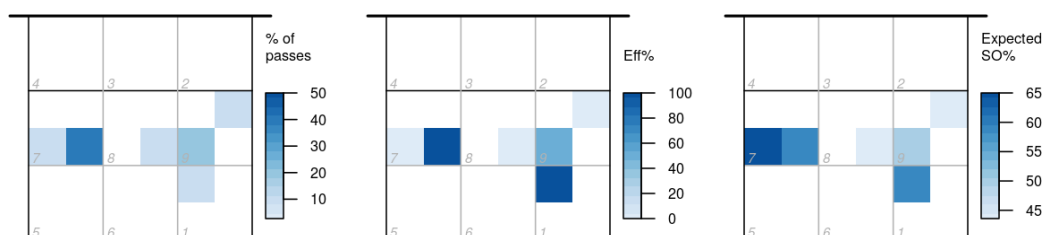
## All receptions with position information (N = 37):



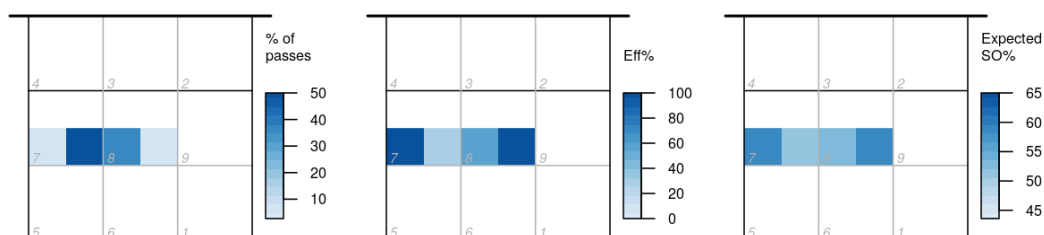
## Receptions on serves coming from the receiver's left (N = 13):



## Receptions on serves coming straight (i.e. parallel to the sidelines, N = 10):

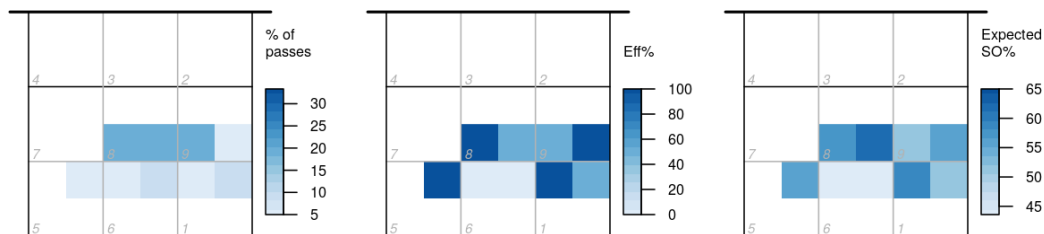
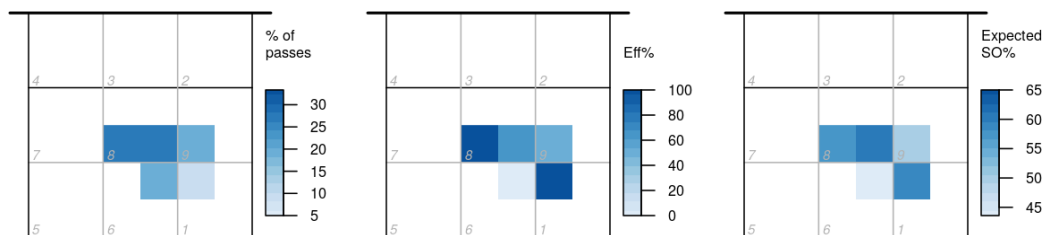
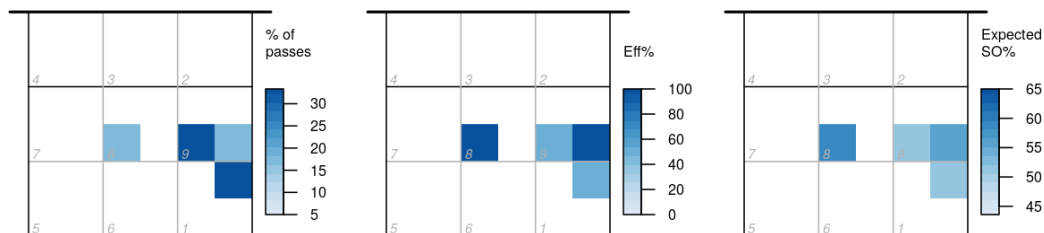
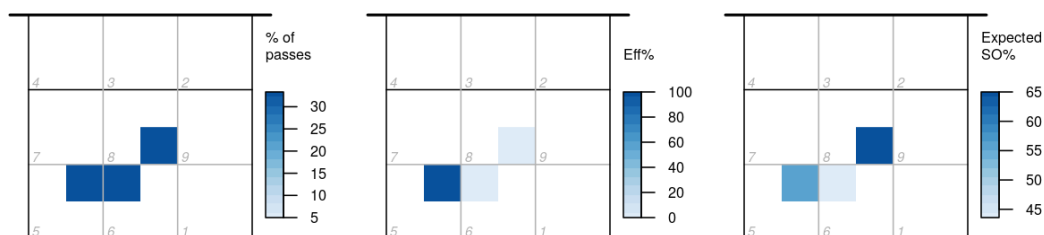


## Receptions on serves coming from the receiver's right (N = 14):



**6.6.3 JADE CAMERON (14)**

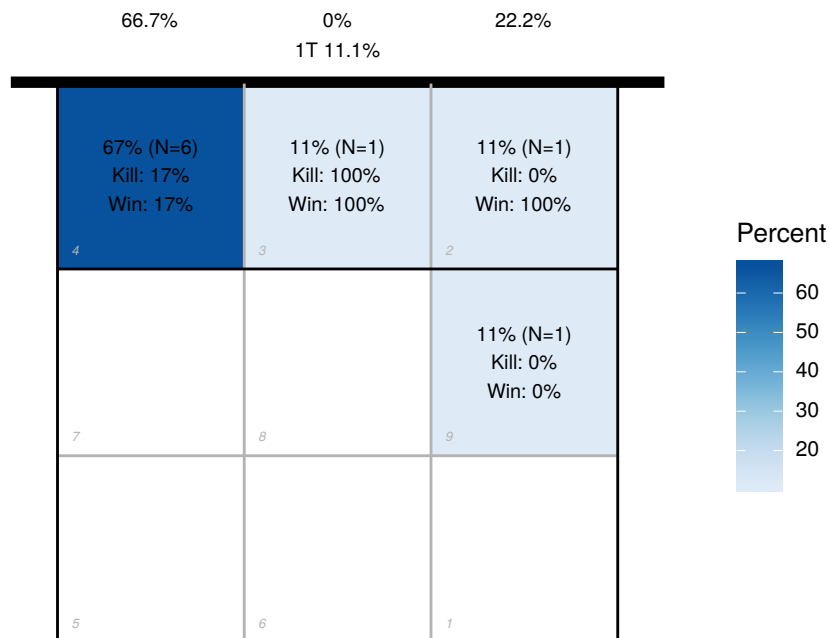
Direction	Receptions	Jump serve receptions	Expected SO%	Eff%	Err%	SO%
All (potentially including receptions with missing position information)	22	3 (13.6%)	49.3	45.5	9.1	50.0
All (with position information)	20	2 (10%)	54.2	60.0	0.0	55.0
From the receiver's left	11	2 (18.2%)	54.5	63.6	0.0	45.5
Straight	6	0	53.4	66.7	0.0	66.7
From the receiver's right	3	0	54.7	33.3	0.0	66.7

**All receptions with position information (N = 20):****Receptions on serves coming from the receiver's left (N = 11):****Receptions on serves coming straight (i.e. parallel to the sidelines, N = 6):****Receptions on serves coming from the receiver's right (N = 3):**

## 7 Setting

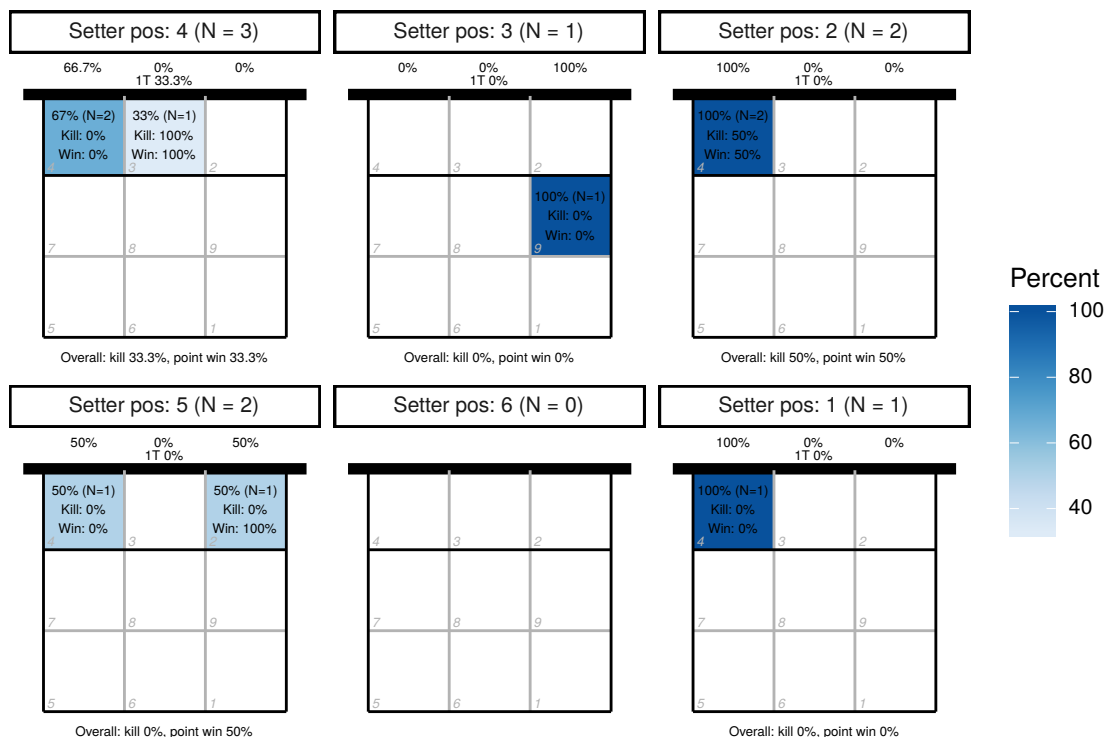
### 7.1 Set distribution: MACK MRAVNIK

#### 7.1.1 On perfect or good reception



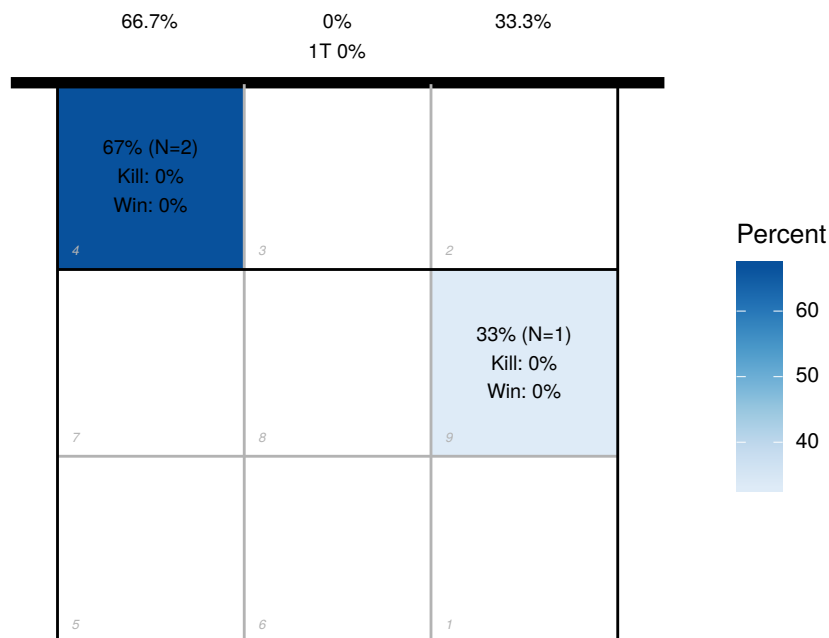
Overall: kill 22.2%, point win 33.3%

#### By rotation

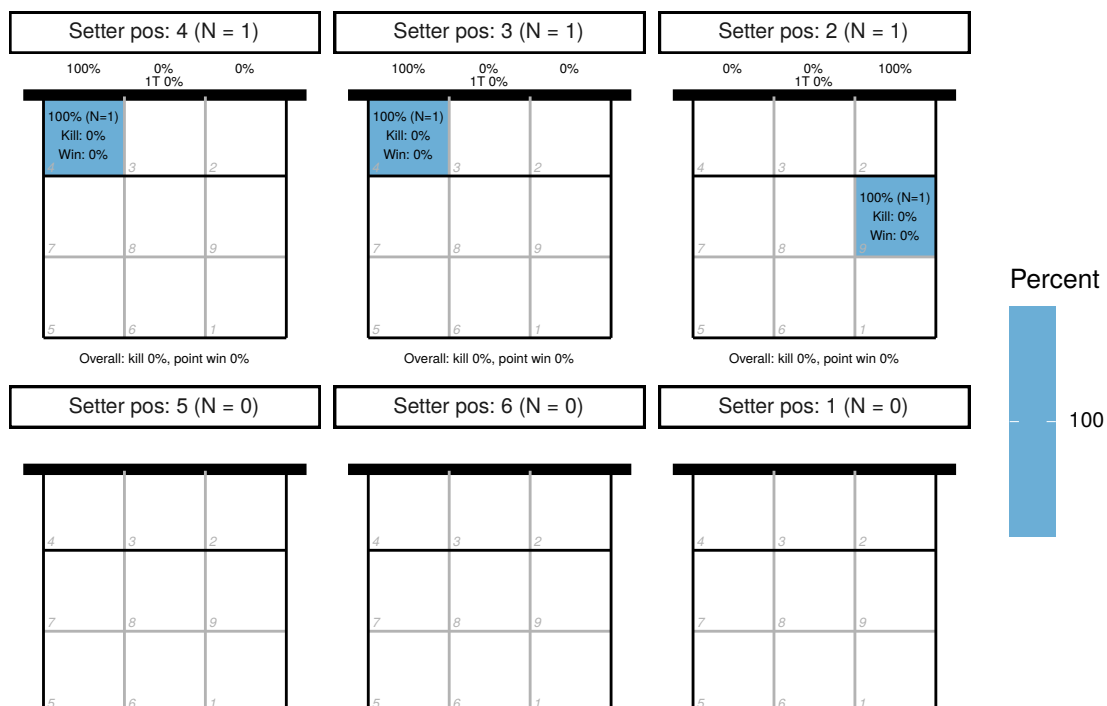


**7.1.2 On OK reception**

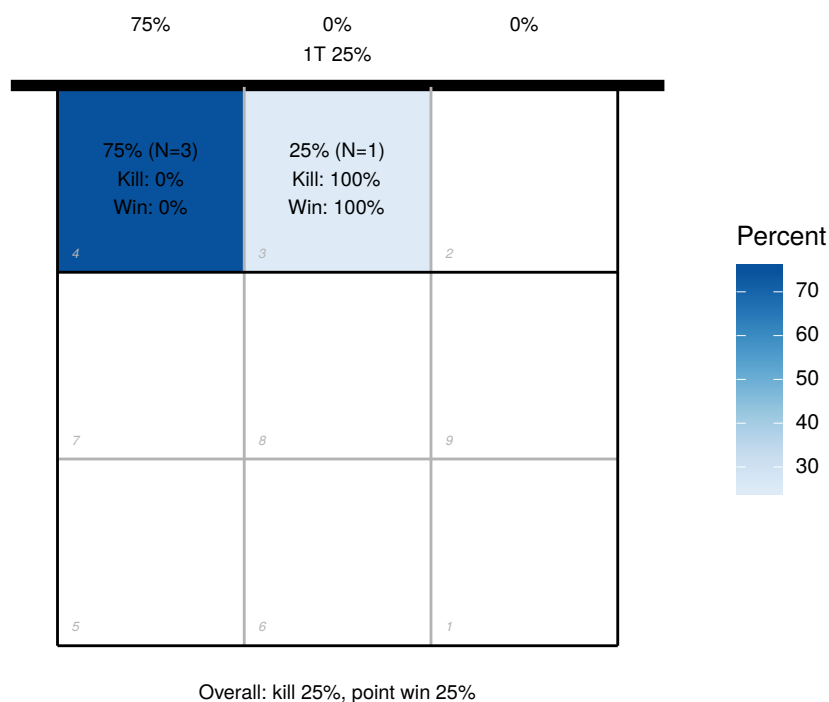
No data.

**7.1.3 On poor reception**

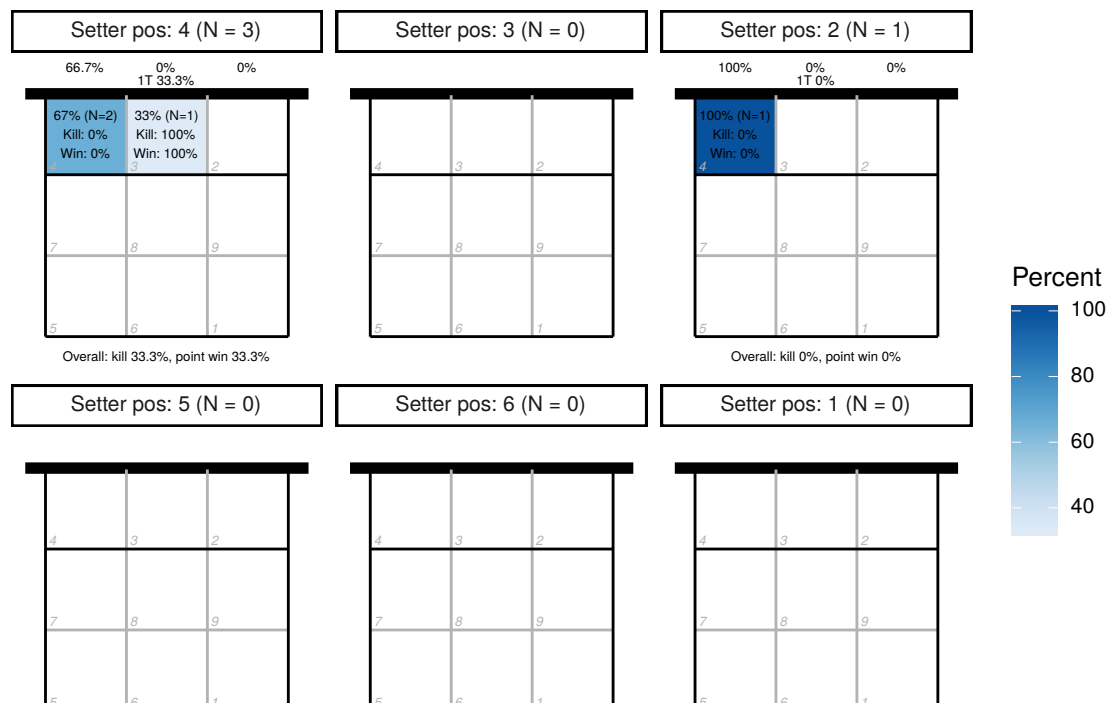
Overall: kill 0%, point win 0%

**By rotation**

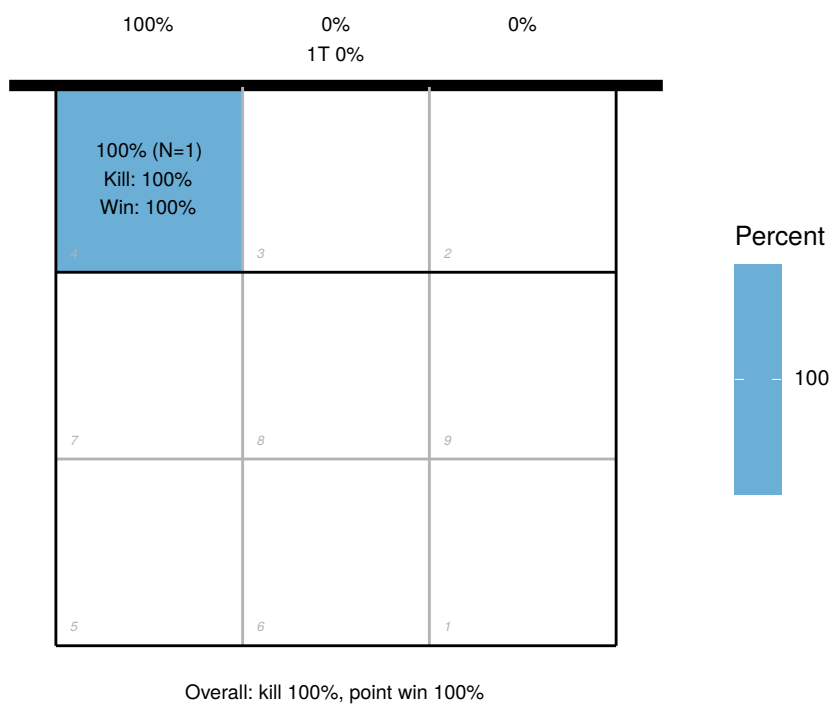
## 7.1.4 With setter call K3 (perfect/good reception only)



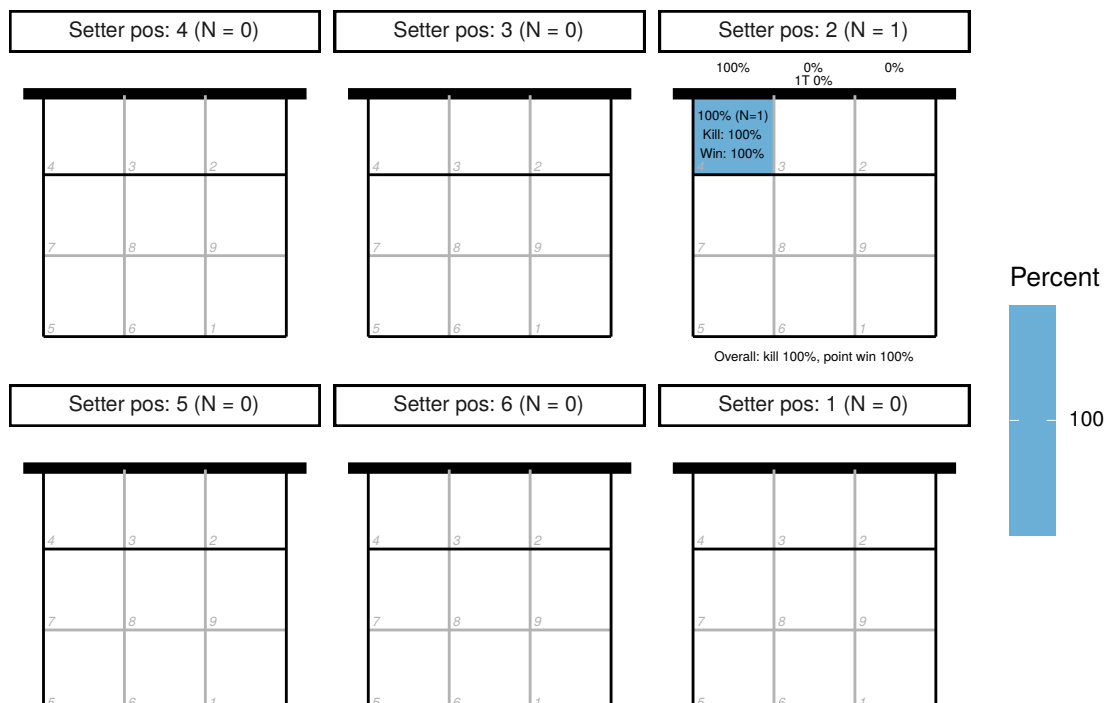
## By rotation

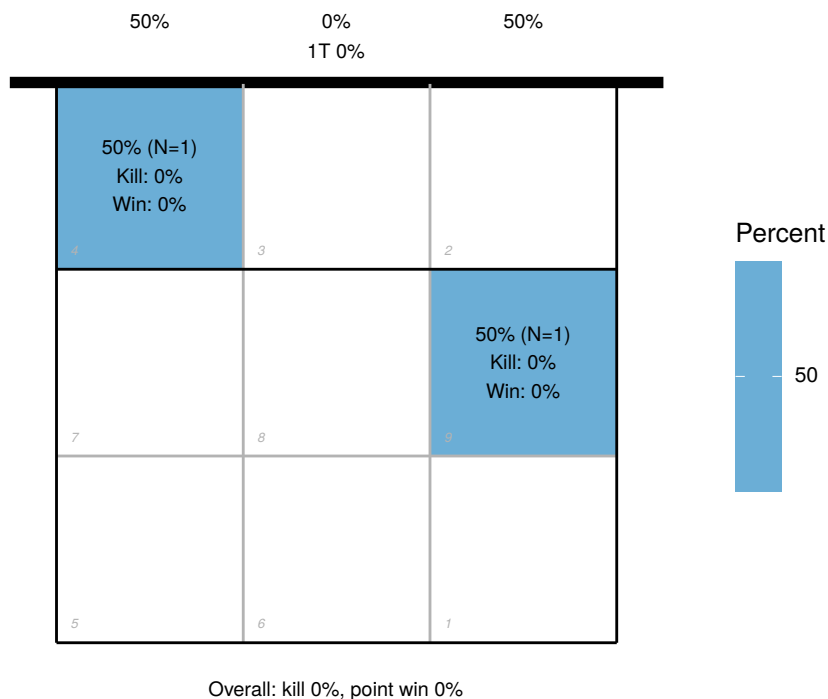
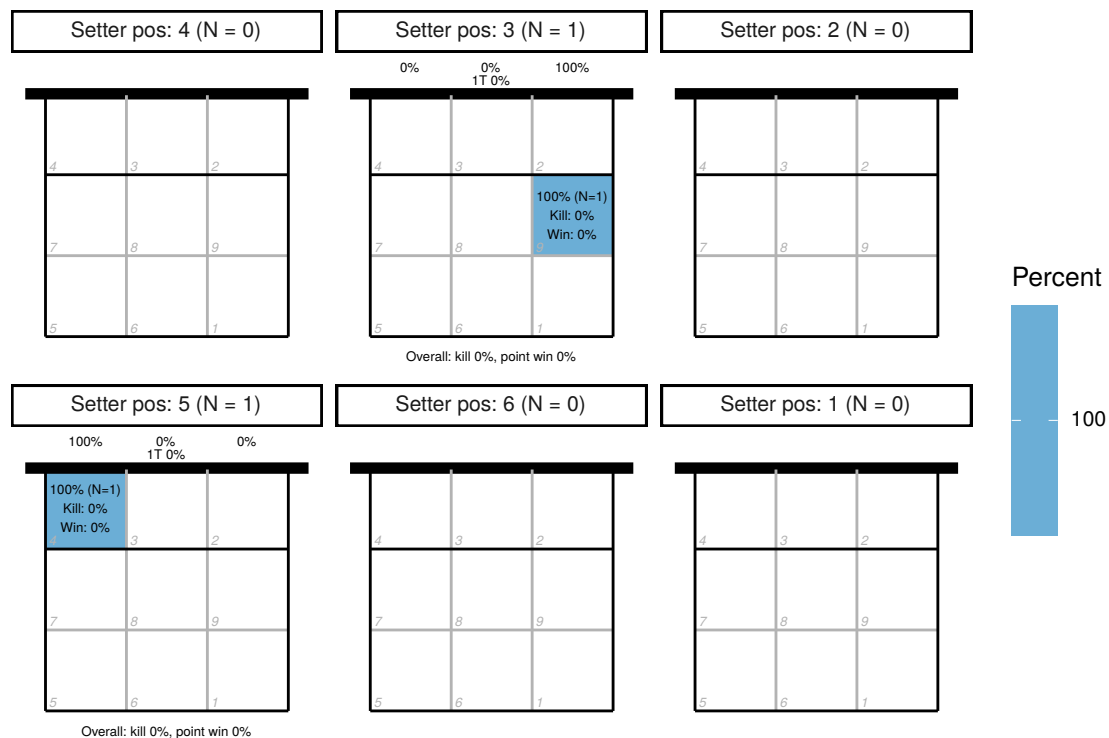


## 7.1.5 With setter call K4 (perfect/good reception only)



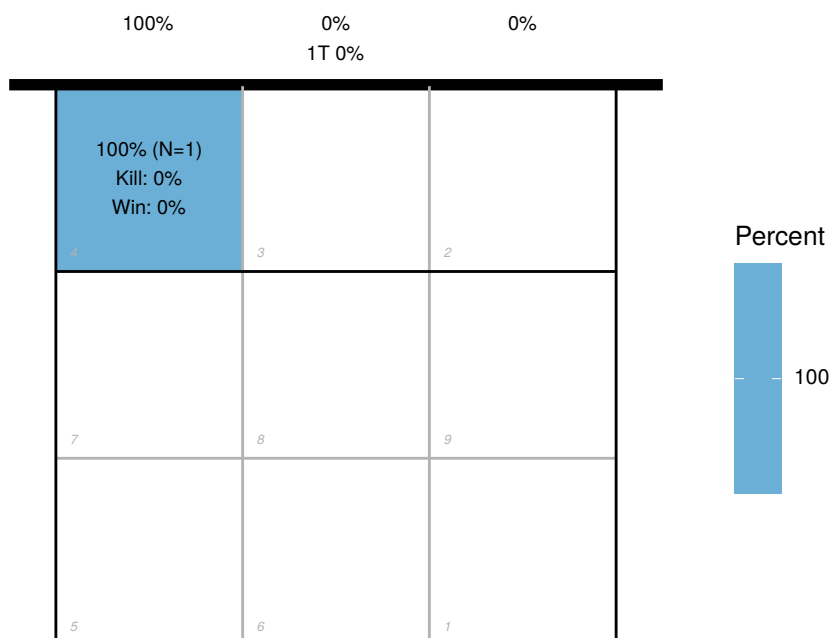
## By rotation



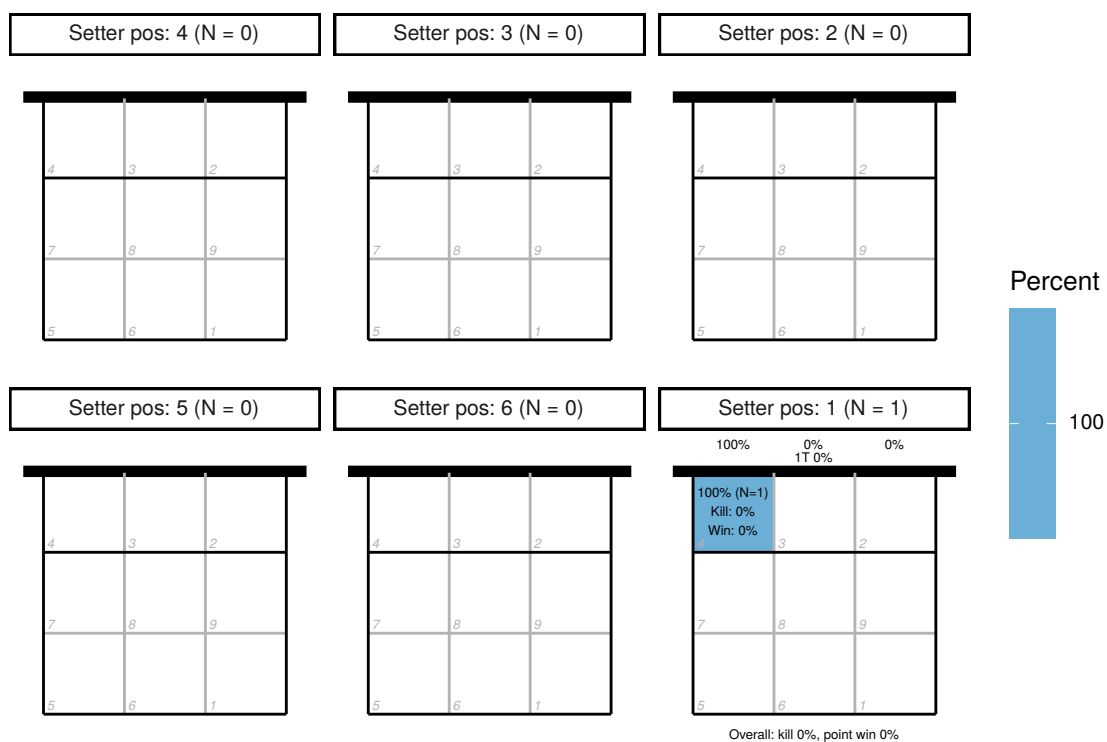
**7.1.6 With setter call K5 (perfect/good reception only)****By rotation**

**7.1.7 With setter call KN (perfect/good reception only)**

No data.

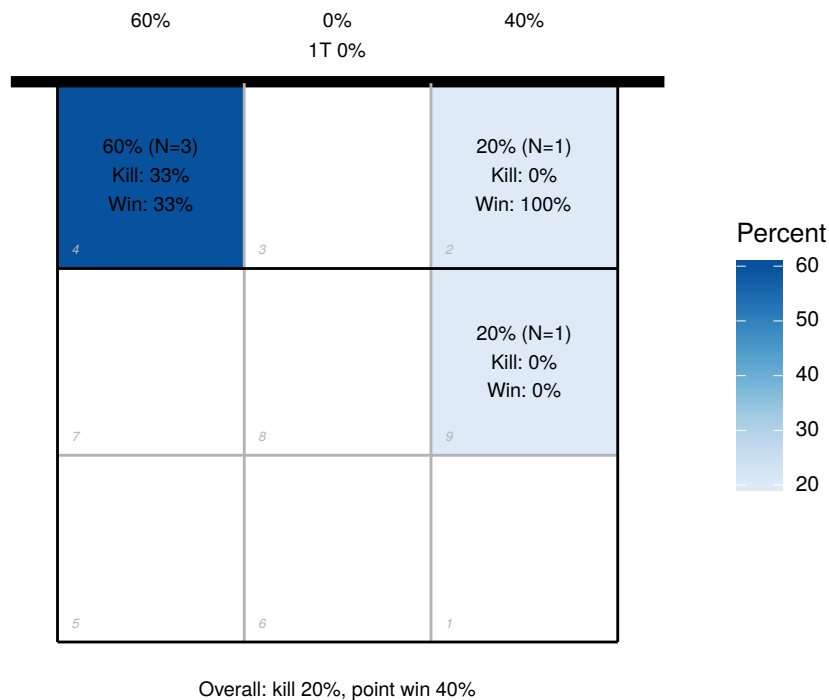
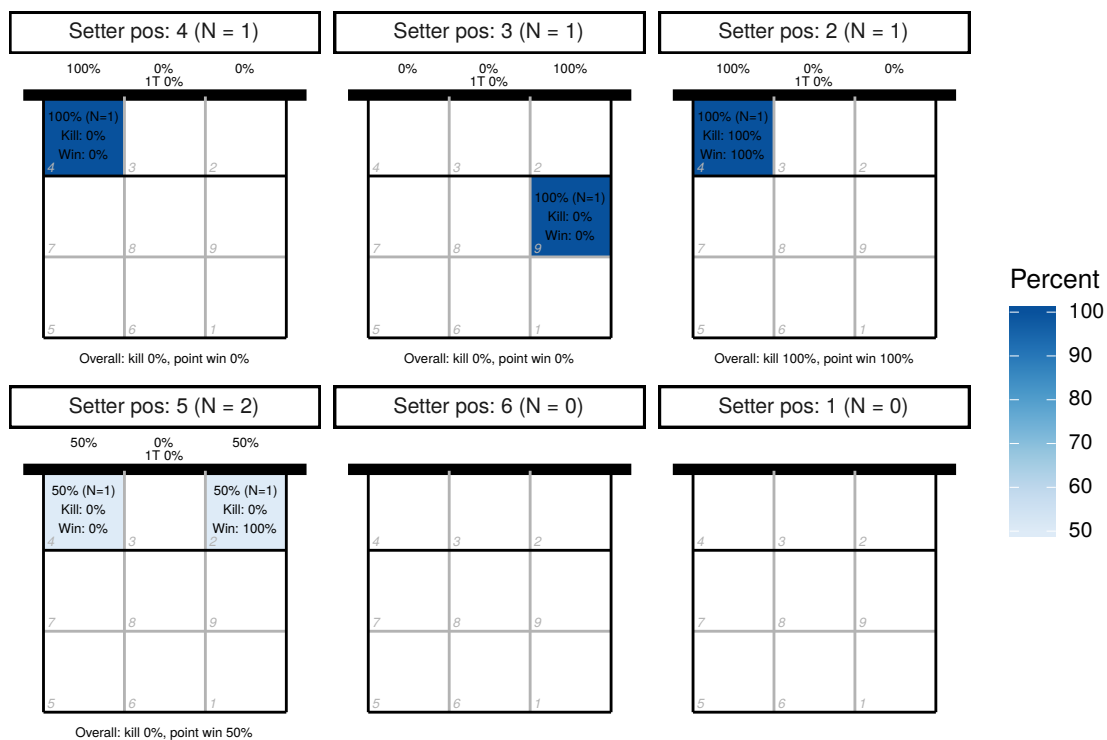
**7.1.8 With setter call KP (perfect/good reception only)**

Overall: kill 0%, point win 0%

**By rotation**

**7.1.9 Setter shifted to 2 (perfect (#)/good (+)/OK (!) reception only)**

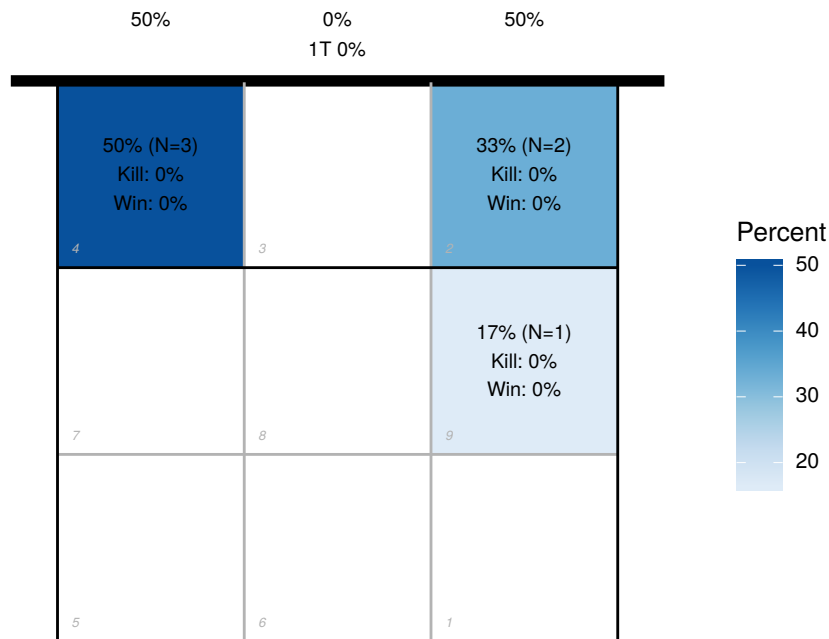
("Shifted to 2" means that the pass went to zone 2 and the setter sets from there.)

**By rotation**

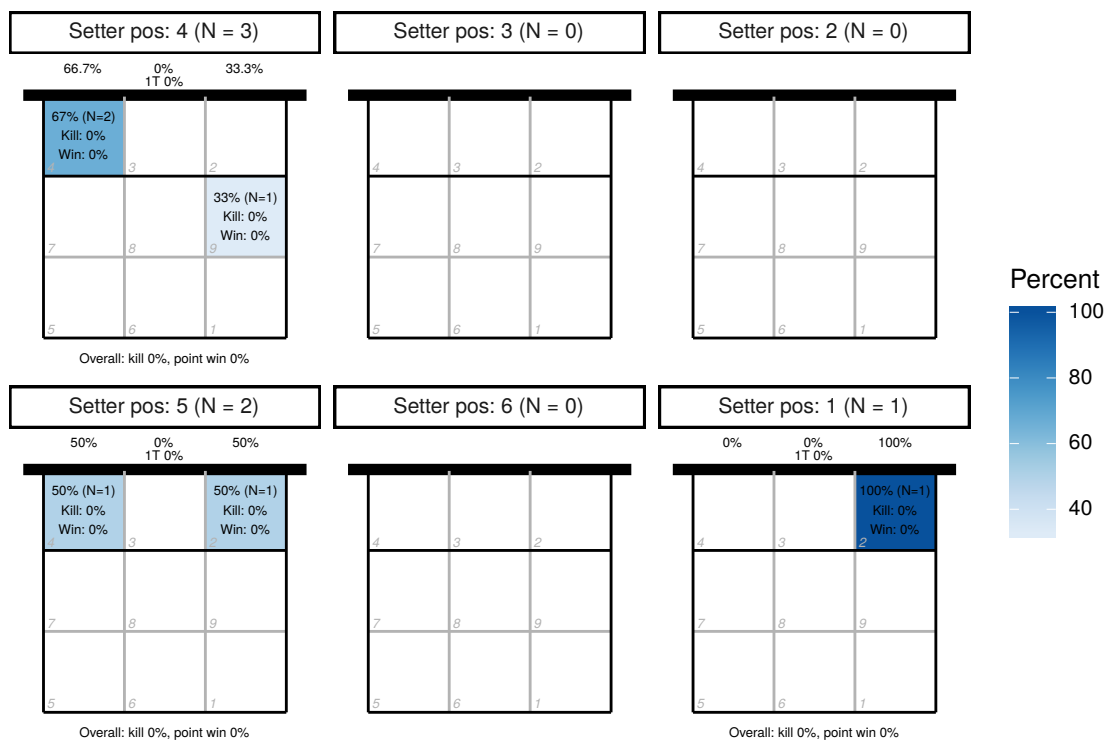
**7.1.10 Setter shifted to 4 (perfect (#)/good (+)/OK (!) reception only)**

("Shifted to 4" means that the pass went to zones 4, 3C, or 3D and the setter sets from there.)

No data.

**7.1.11 In transition (perfect/good dig only)**

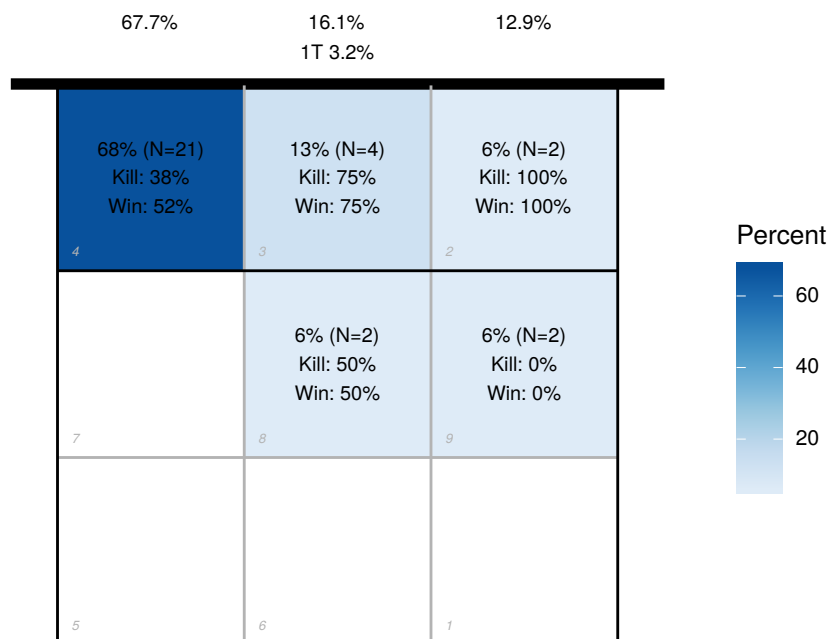
Overall: kill 0%, point win 0%

**By rotation**

1:3  
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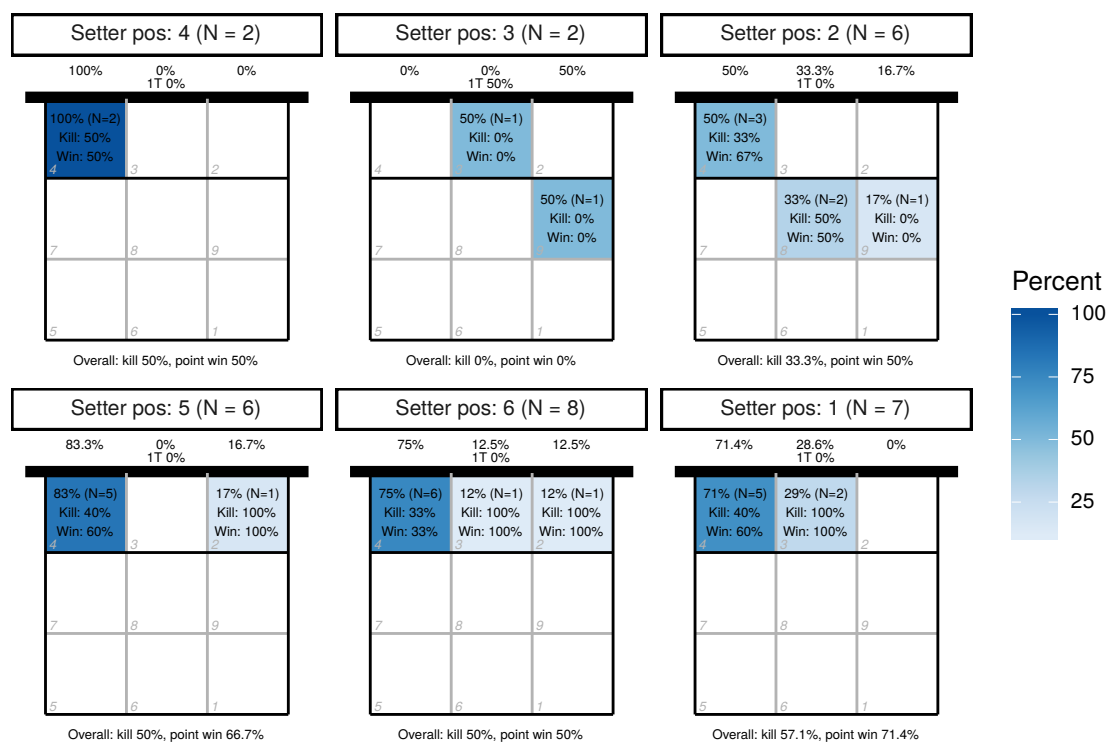
## 7.2 Set distribution: BYRON KETURAKIS

### 7.2.1 On perfect or good reception

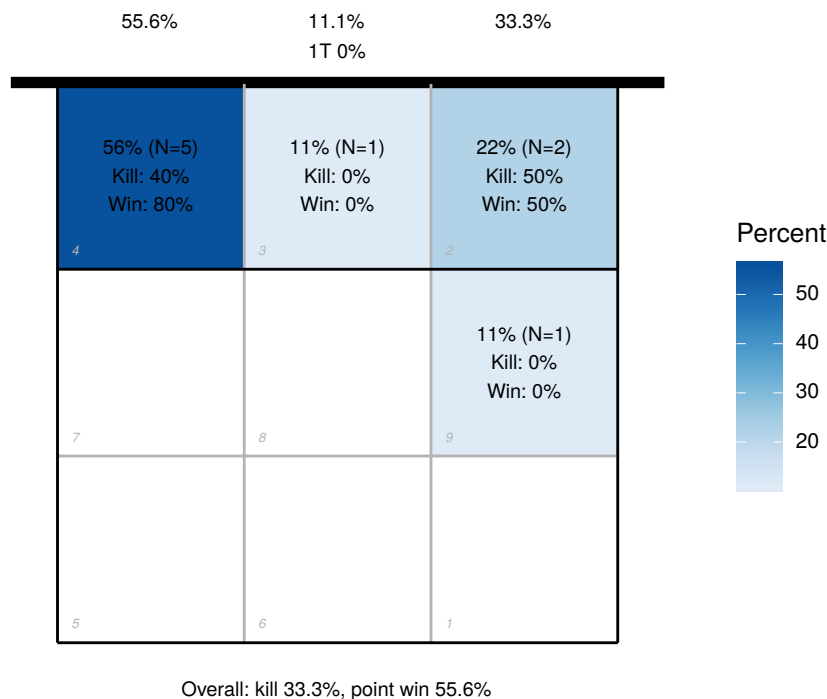


Overall: kill 45.2%, point win 54.8%

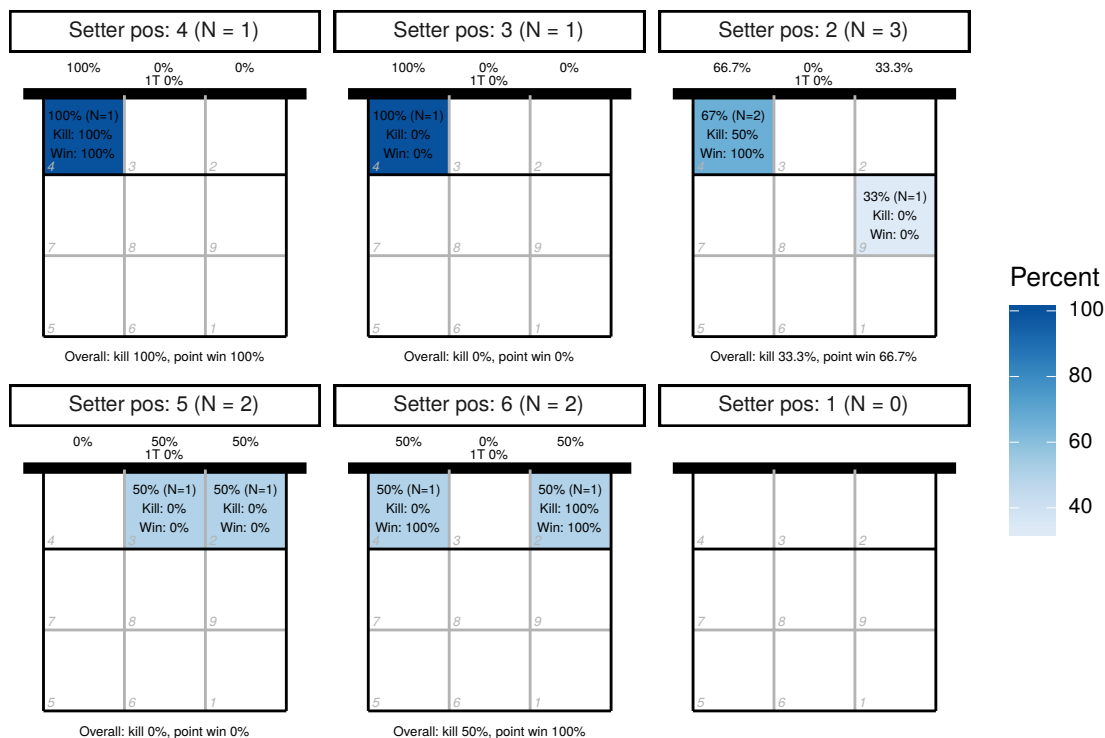
### By rotation



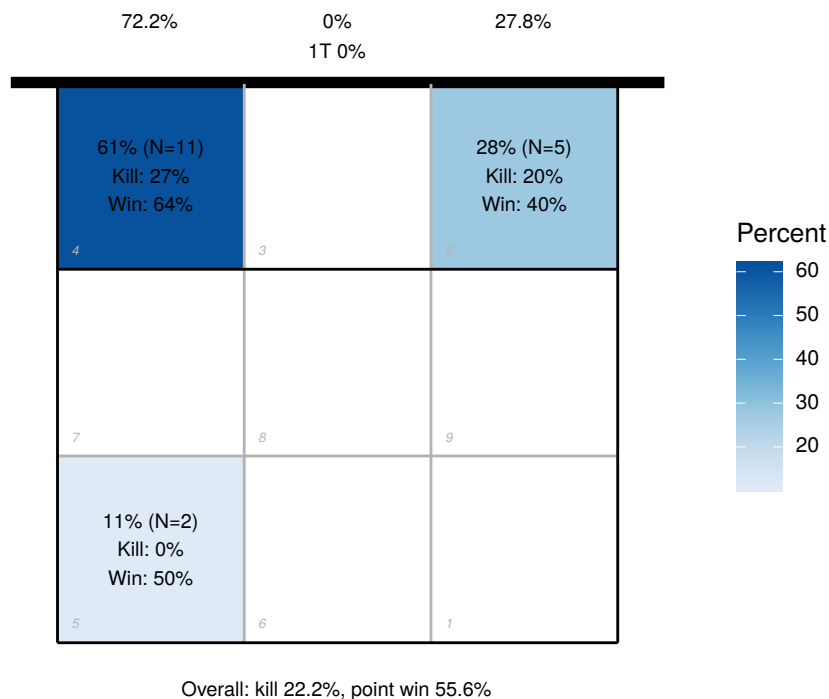
## 7.2.2 On OK reception



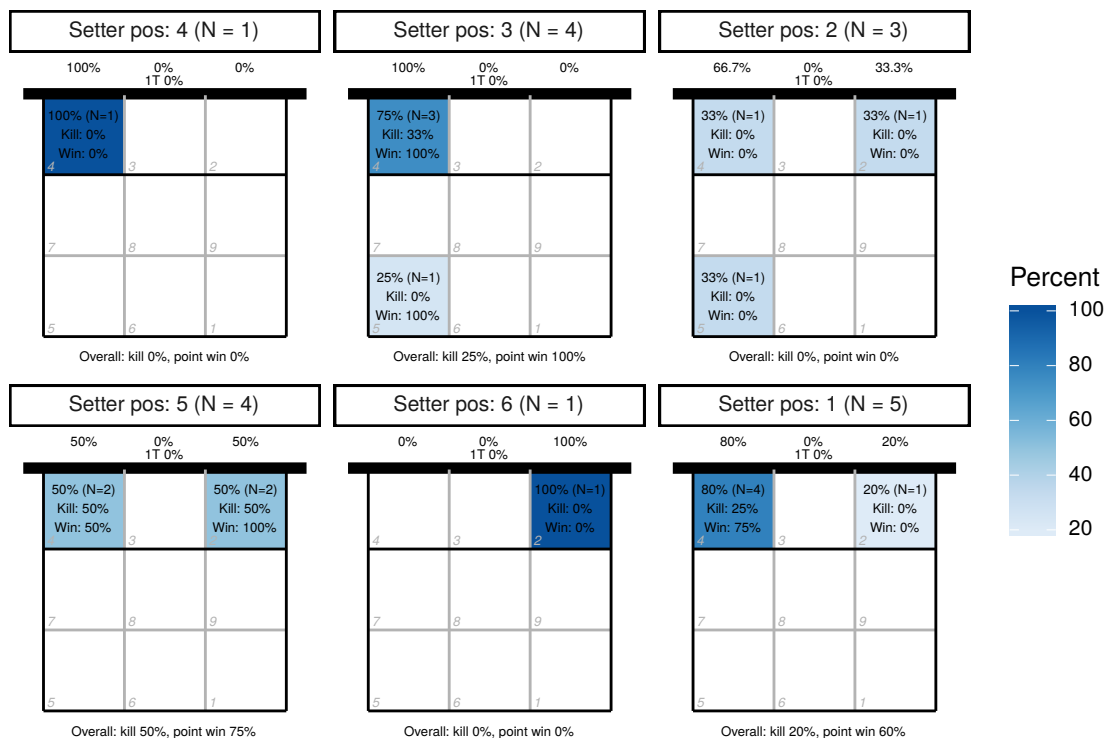
## By rotation



## 7.2.3 On poor reception

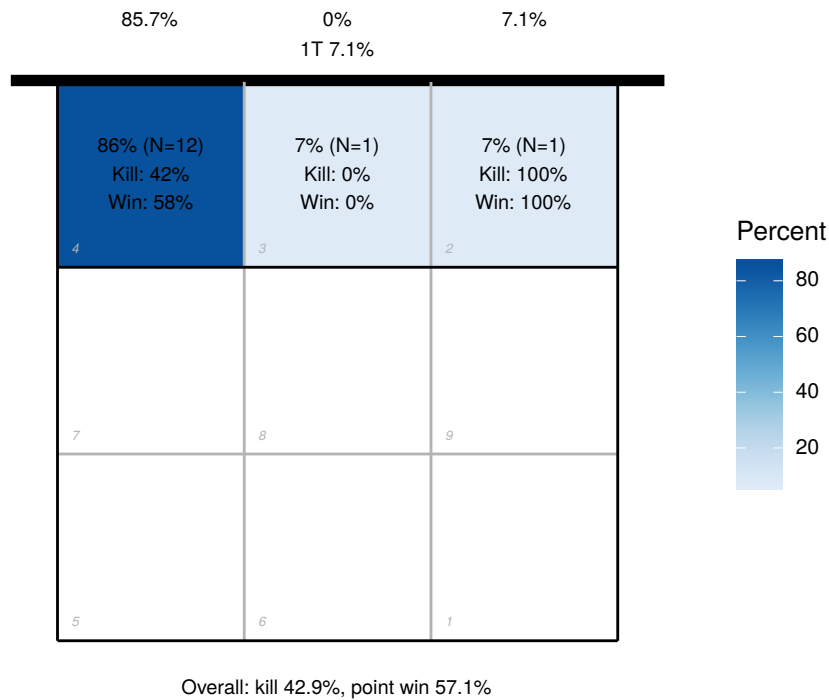


## By rotation

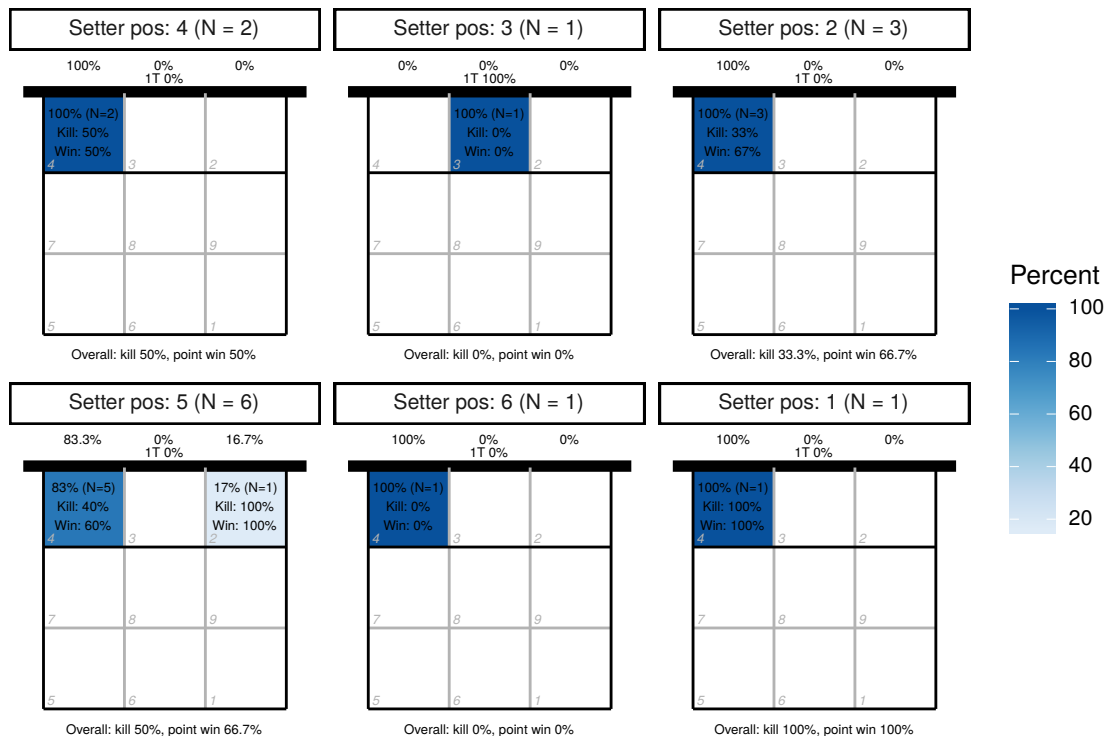


1:3  
2020-01-24Report via <https://apps.untan.gl/teamrep/>

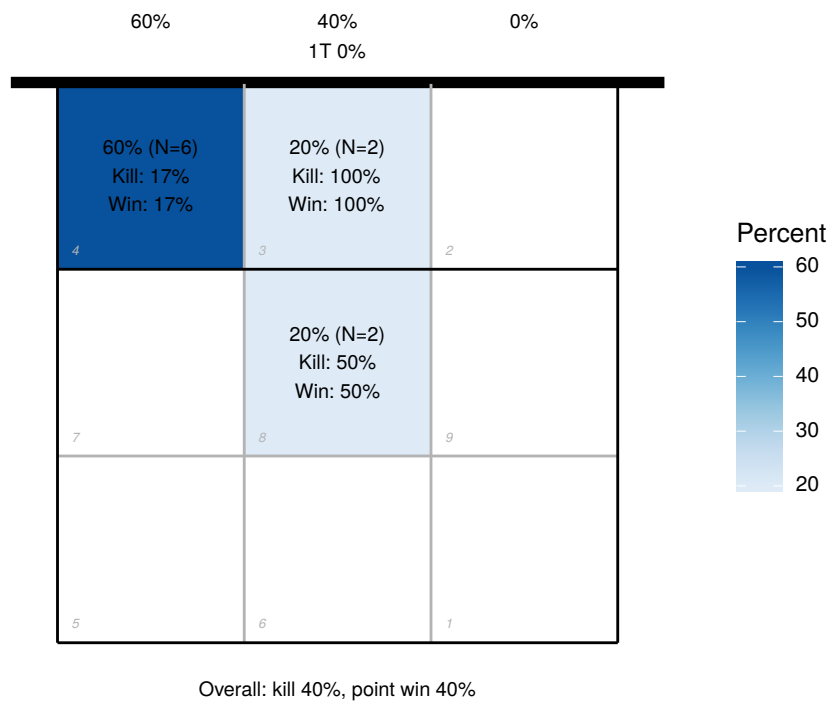
## 7.2.4 With setter call K3 (perfect/good reception only)



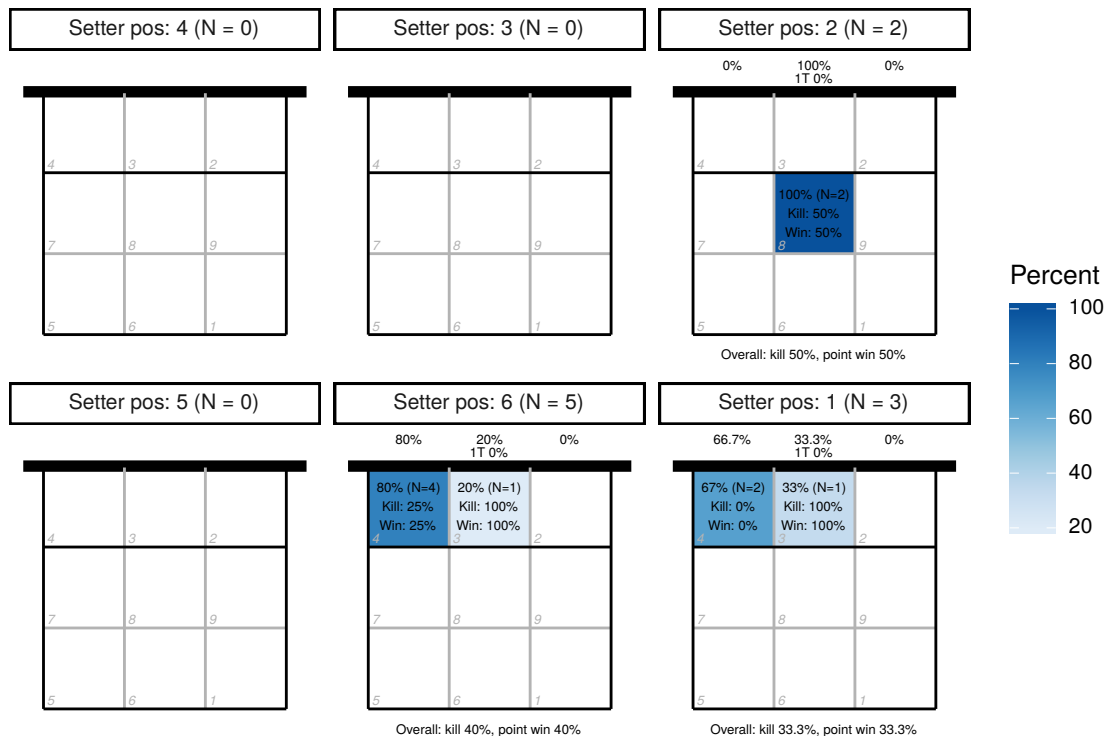
## By rotation



## 7.2.5 With setter call K5 (perfect/good reception only)

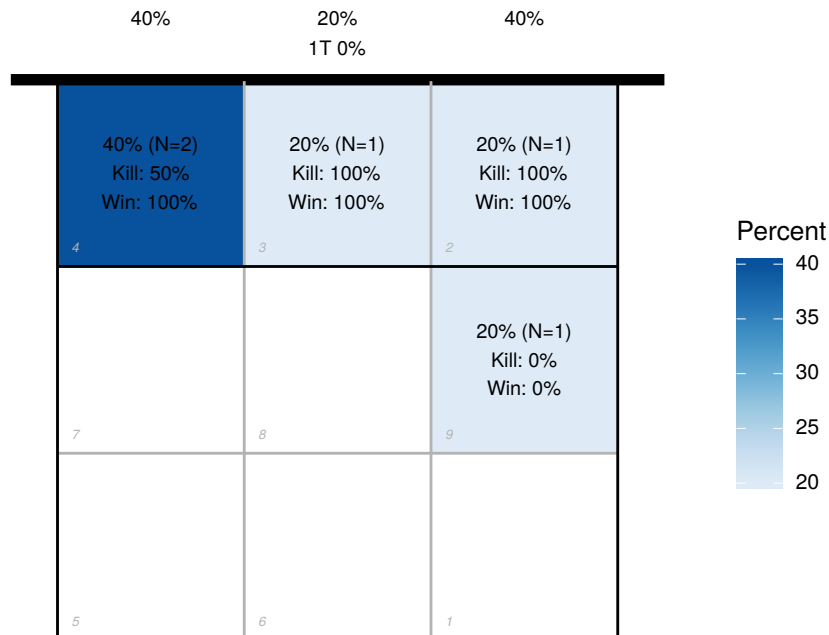


## By rotation

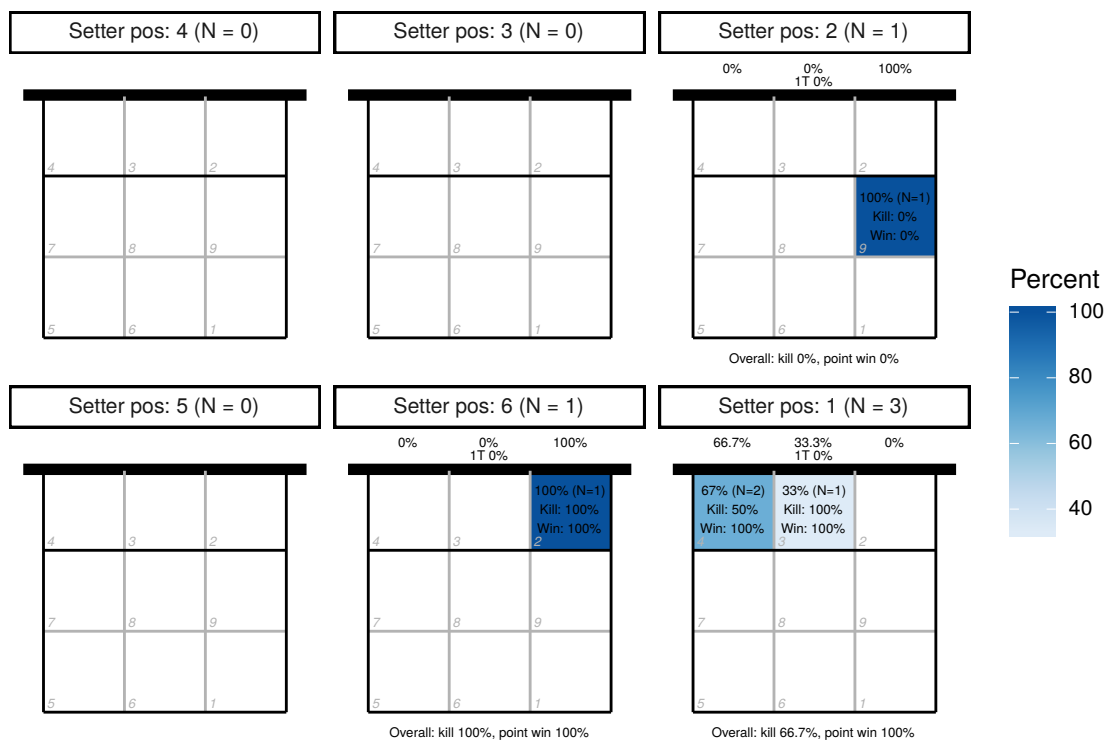


**7.2.6 With setter call KN (perfect/good reception only)**

No data.

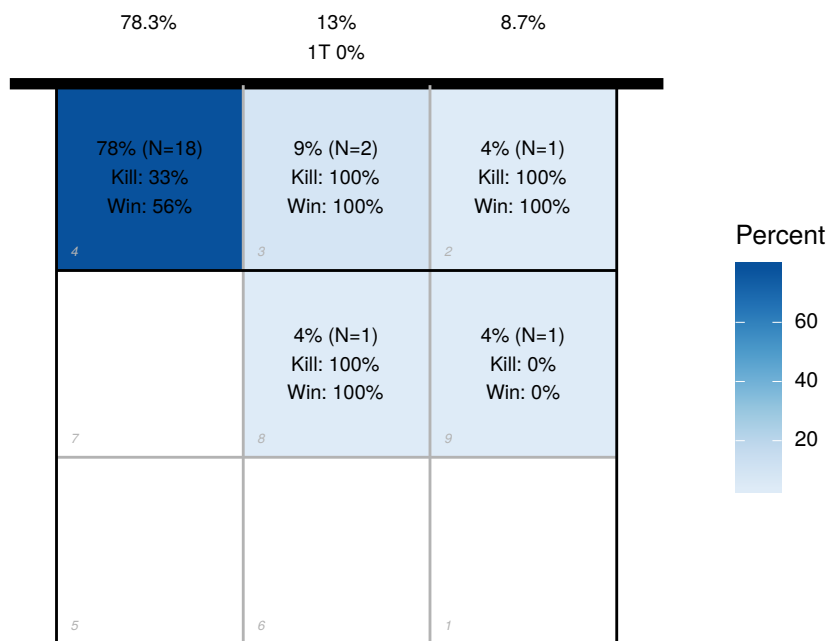
**7.2.7 With setter call KT (perfect/good reception only)**

Overall: kill 60%, point win 80%

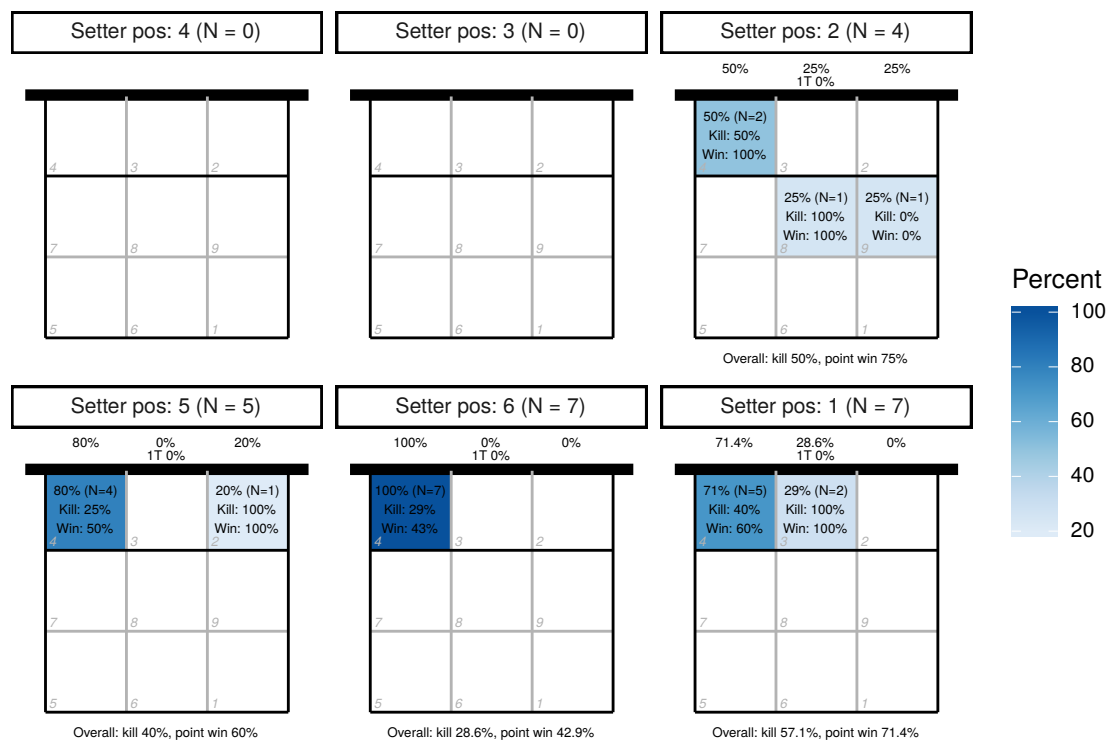
**By rotation**

**7.2.8 Setter shifted to 2 (perfect (#)/good (+)/OK (!) reception only)**

("Shifted to 2" means that the pass went to zone 2 and the setter sets from there.)

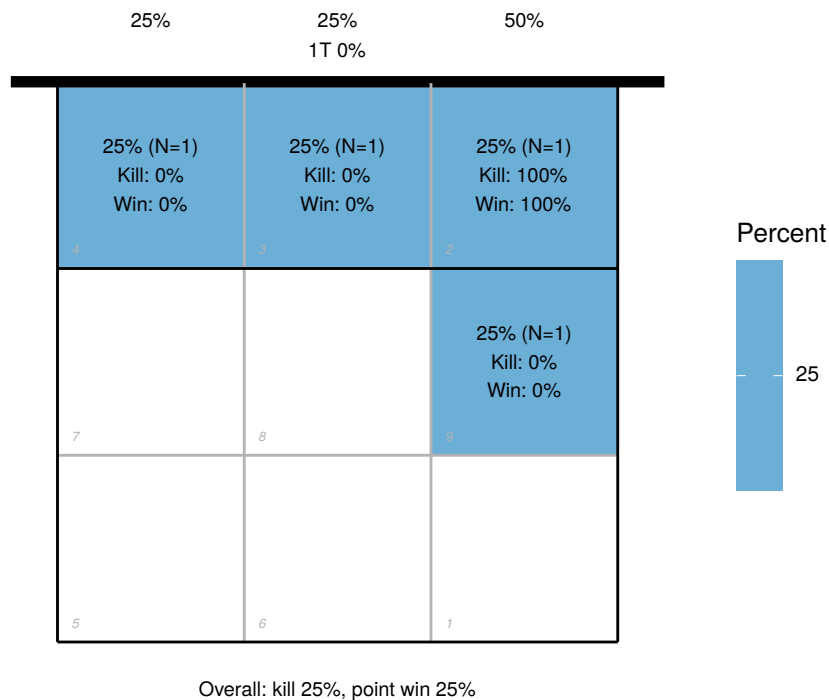
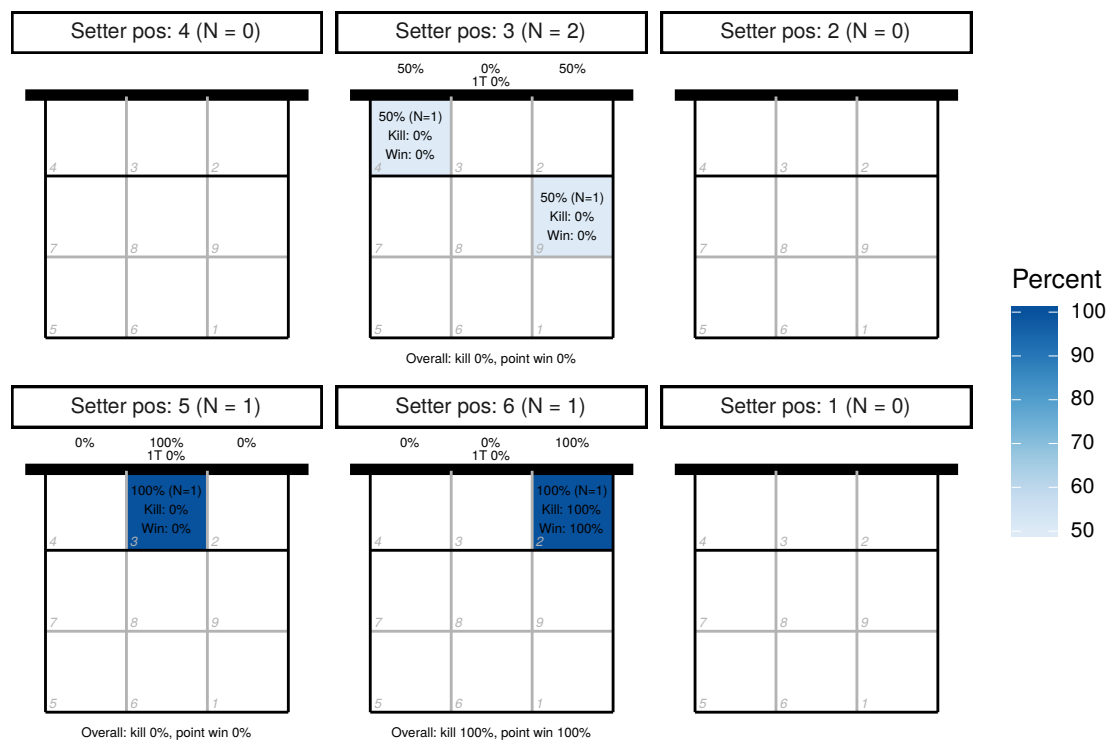


Overall: kill 43.5%, point win 60.9%

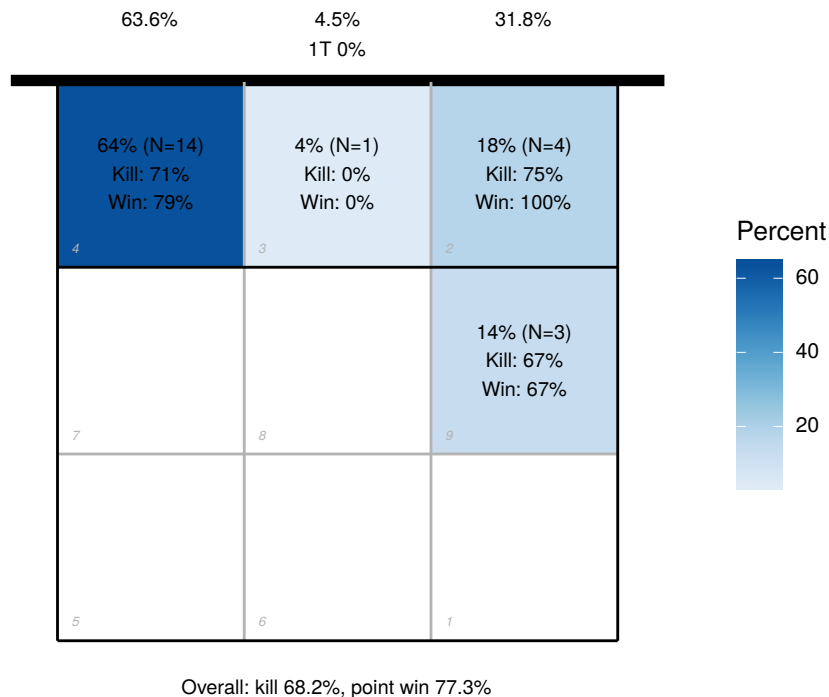
**By rotation**

**7.2.9 Setter shifted to 4 (perfect (#)/good (+)/OK (!) reception only)**

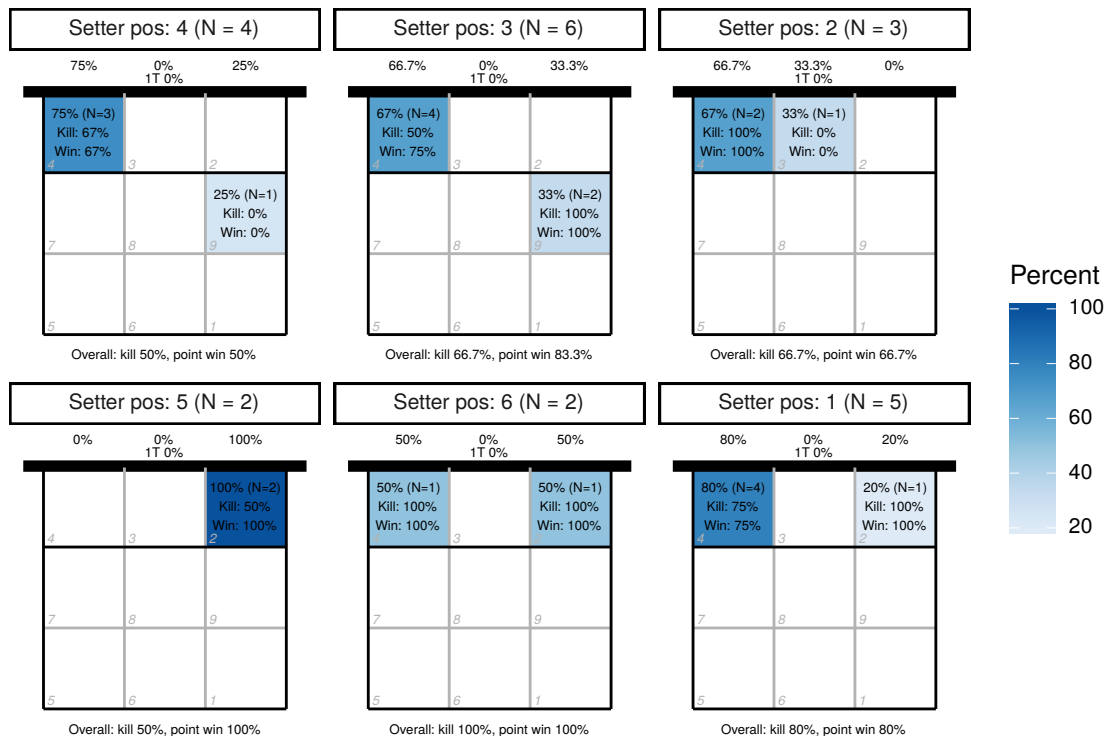
("Shifted to 4" means that the pass went to zones 4, 3C, or 3D and the setter sets from there.)

**By rotation**

## 7.2.10 In transition (perfect/good dig only)



## By rotation



## 8 Attack

### 8.1 All attacks

Number	Player name	N attacks	N kills	N errs	N blocked	Kill %	Err %	Block %	Rally win %	Eff %
5	ZACH ALBERT	30	9	2	4	30.0	6.7	13.3	43.3	10.0
6	JAMES JACKSON	49	16	5	7	32.7	10.2	14.3	57.1	8.2
7	MACK MRAVNIK	1	1	0	0	100.0	0.0	0.0	100.0	100.0
8	ANDRE FOREMAN	19	5	2	3	26.3	10.5	15.8	42.1	0.0
10	ETIENNE BELZILE	14	4	2	2	28.6	14.3	14.3	42.9	0.0
13	BYRON KETURAKIS	7	2	2	0	28.6	28.6	0.0	42.9	0.0
17	JOHN OBI	9	3	1	0	33.3	11.1	0.0	66.7	22.2
18	EVAN HAMMOND	6	4	1	0	66.7	16.7	0.0	83.3	50.0

### 8.2 Reception attack

Number	Player name	N attacks	N kills	N errs	N blocked	Kill %	Err %	Block %	Rally win %	Eff %
5	ZACH ALBERT	16	6	2	2	37.5	12.5	12.5	50.0	12.5
6	JAMES JACKSON	24	6	3	5	25.0	12.5	20.8	50.0	-8.3
7	MACK MRAVNIK	1	1	0	0	100.0	0.0	0.0	100.0	100.0
8	ANDRE FOREMAN	10	1	1	1	10.0	10.0	10.0	40.0	-10.0
10	ETIENNE BELZILE	9	2	2	1	22.2	22.2	11.1	33.3	-11.1
13	BYRON KETURAKIS	2	0	1	0	0.0	50.0	0.0	0.0	-50.0
17	JOHN OBI	5	3	0	0	60.0	0.0	0.0	80.0	60.0
18	EVAN HAMMOND	6	4	1	0	66.7	16.7	0.0	83.3	50.0

#### 8.2.1 Reception attack after own reception

Number	Player name	N attacks	N kills	N errs	N blocked	Kill %	Err %	Block %	Rally win %	Eff %
5	ZACH ALBERT	5	1	0	2	20	0.0	40	40	-20.0
8	ANDRE FOREMAN	6	0	1	0	0	16.7	0	50	-16.7

### 8.3 Transition attack

Number	Player name	N attacks	N kills	N errs	N blocked	Kill %	Err %	Block %	Rally win %	Eff %
5	ZACH ALBERT	14	3	0	2	21.4	0.0	14.3	35.7	7.1
6	JAMES JACKSON	25	10	2	2	40.0	8.0	8.0	64.0	24.0
8	ANDRE FOREMAN	9	4	1	2	44.4	11.1	22.2	44.4	11.1
10	ETIENNE BELZILE	5	2	0	1	40.0	0.0	20.0	60.0	20.0
13	BYRON KETURAKIS	5	2	1	0	40.0	20.0	0.0	60.0	20.0
17	JOHN OBI	4	0	1	0	0.0	25.0	0.0	50.0	-25.0

### 8.4 Middle attack

This section gives an indication of the contribution that middles make to their team in attack. The values given here are for *team* attack outcomes when the middle player in question is front row. They are based on attacks by all players on the team, not the just the attacks of the middle player in question. See the key at the end of this report for a full explanation of the columns, but briefly *rec att* is reception attack, *att%* is attack kill

percentage, R# + is perfect or good reception, trans att is transition attack, and BP is breakpoint phase (the team is serving).

### 8.4.1 Reception attack

Number	Player name	N rec att	rec att%	SO%	N rec att R#+	rec att% R#+	SO% R#+
10	ETIENNE BELZILE	32	28.1	50.0	16	31.2	43.8
17	JOHN OBI	20	40.0	60.0	12	50.0	58.3
18	EVAN HAMMOND	21	28.6	42.9	12	41.7	50.0

### 8.4.2 Transition attack

Number	Player name	N trans att	trans att%	trans win%	N trans att BP	trans att% BP	BP%
10	ETIENNE BELZILE	35	25.7	45.7	18	33.3	61.1
17	JOHN OBI	17	35.3	58.8	11	36.4	54.5
18	EVAN HAMMOND	10	60.0	70.0	8	50.0	62.5

## 8.5 Attack charts

Only attackers with at least 10 attacks in total are shown in this section.

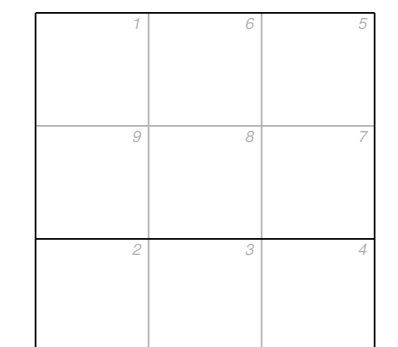
Note that each table below is based on **all** attacks with the given attack code. However, the charts do not show all attacks.

The charts only show attacks that had an outcome of: Kills, Other errors, All other attacks. NOT included in the charts are attacks with outcome: Blocked attacks, Errors into net.

The charts only show attacks of type: Hard spikes, Soft spikes. Not shown on the charts are attacks of type: Tips.

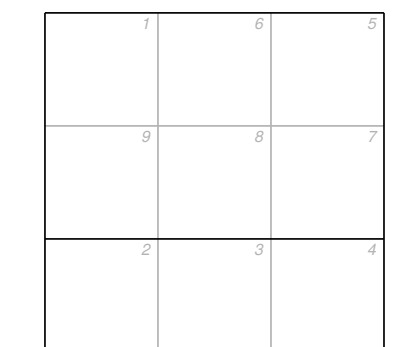
### 8.5.1 ZACH ALBERT (5)

Attack code	JJ
N	2
Kill %	50%
Error %	0%
Blocked %	0%
Eff %	50%
Rec att kill %	NaN%
% hard spikes	100%
% soft spikes	0%
% tips	0%



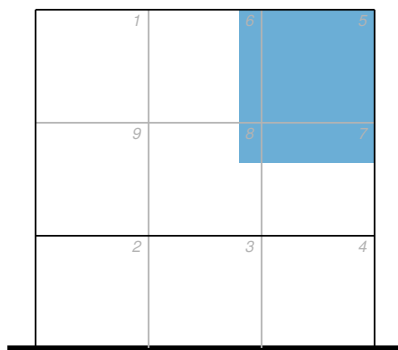
% of attacks 100

Attack code	PC
N	2
Kill %	0%
Error %	0%
Blocked %	0%
Eff %	0%
Rec att kill %	NaN%
% hard spikes	100%
% soft spikes	0%
% tips	0%

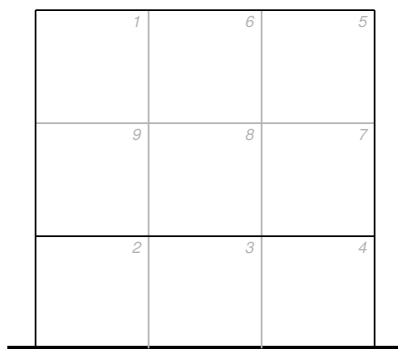


% of attacks 100

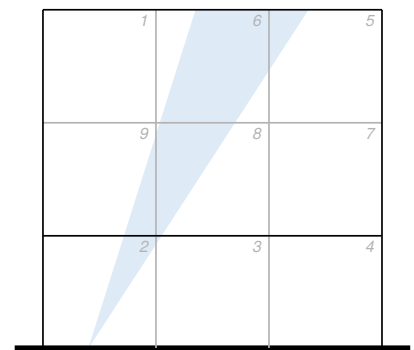
Attack code	WP
N	2
Kill %	50%
Error %	50%
Blocked %	0%
Eff %	0%
Rec att kill %	50%
% hard spikes	100%
% soft spikes	0%
% tips	0%



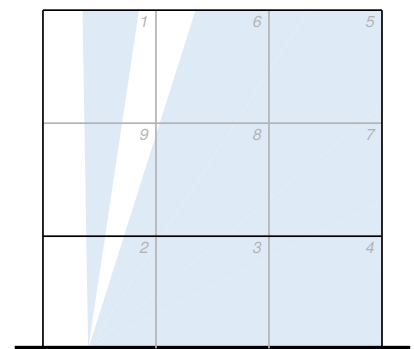
Attack code	XM
N	1
Kill %	0%
Error %	0%
Blocked %	0%
Eff %	0%
Rec att kill %	NaN%
% hard spikes	100%
% soft spikes	0%
% tips	0%



Attack code	XA
N	9
Kill %	22.2%
Error %	0%
Blocked %	22.2%
Eff %	0%
Rec att kill %	20%
% hard spikes	100%
% soft spikes	0%
% tips	0%

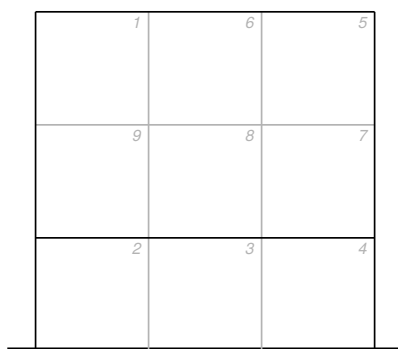


Attack code	XX
N	14
Kill %	35.7%
Error %	7.1%
Blocked %	14.3%
Eff %	14.3%
Rec att kill %	44.4%
% hard spikes	100%
% soft spikes	0%
% tips	0%

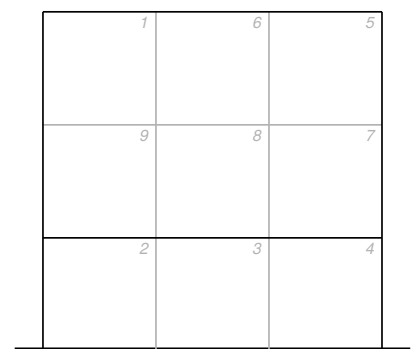


## 8.5.2 JAMES JACKSON (6)

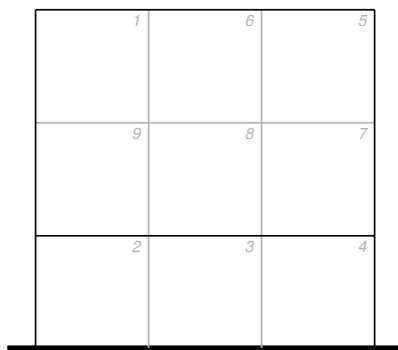
Attack code	JJ
N	1
Kill %	0%
Error %	0%
Blocked %	0%
Eff %	0%
Rec att kill %	NaN%
% hard spikes	100%
% soft spikes	0%
% tips	0%



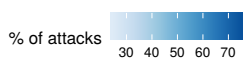
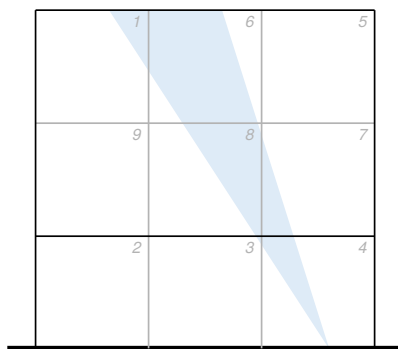
Attack code	PA
N	8
Kill %	25%
Error %	12.5%
Blocked %	0%
Eff %	12.5%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%



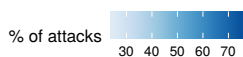
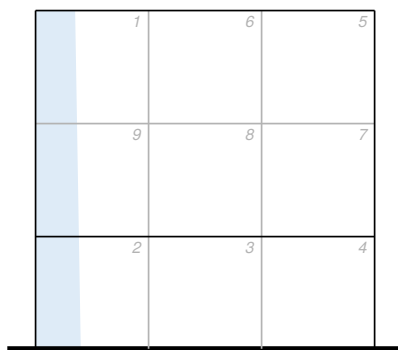
Attack code	PC
N	1
Kill %	0%
Error %	0%
Blocked %	0%
Eff %	0%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%



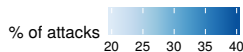
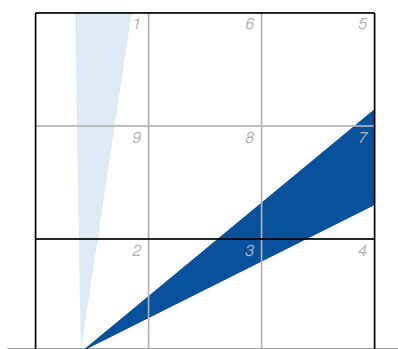
Attack code	WA
N	4
Kill %	0%
Error %	25%
Blocked %	0%
Eff %	-25%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%



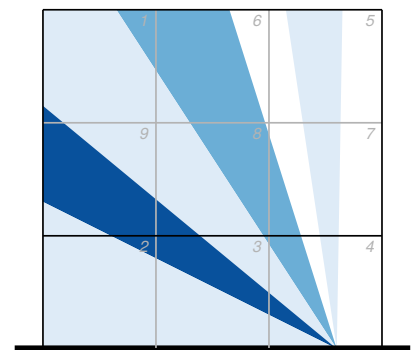
Attack code	XA
N	6
Kill %	16.7%
Error %	0%
Blocked %	16.7%
Eff %	0%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%



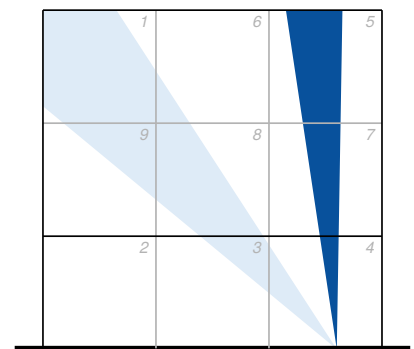
Attack code	XX
N	7
Kill %	42.9%
Error %	14.3%
Blocked %	28.6%
Eff %	0%
Rec att kill %	20%
% hard spikes	100%
% soft spikes	0%
% tips	0%



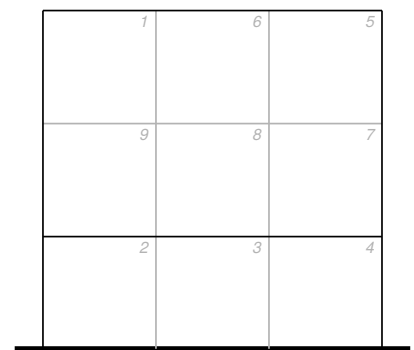
Attack code	PX
N	11
Kill %	63.6%
Error %	9.1%
Blocked %	9.1%
Eff %	45.5%
Rec att kill %	66.7%
% hard spikes	100%
% soft spikes	0%
% tips	0%



Attack code	WX
N	8
Kill %	25%
Error %	12.5%
Blocked %	37.5%
Eff %	-25%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%

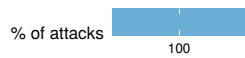
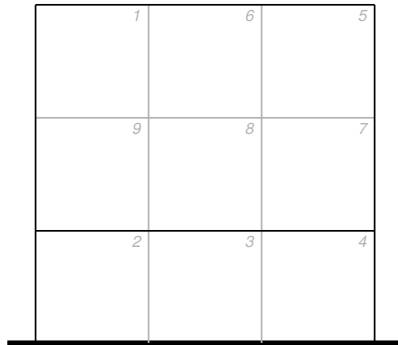


Attack code	XE
N	3
Kill %	33.3%
Error %	0%
Blocked %	0%
Eff %	33.3%
Rec att kill %	50%
% hard spikes	100%
% soft spikes	0%
% tips	0%

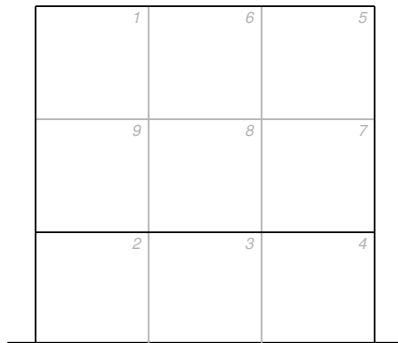


## 8.5.3 ANDRE FOREMAN (8)

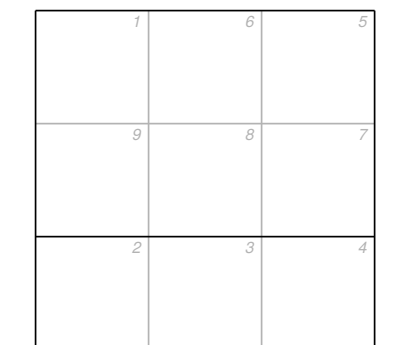
Attack code	PA
N	2
Kill %	0%
Error %	0%
Blocked %	0%
Eff %	0%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%



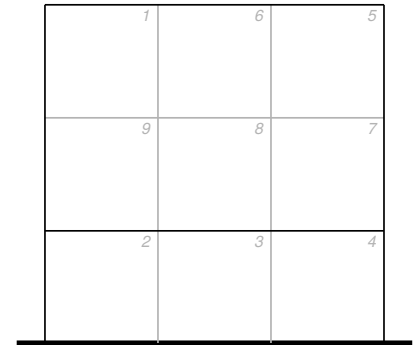
Attack code	PX
N	1
Kill %	0%
Error %	0%
Blocked %	100%
Eff %	-100%
Rec att kill %	NaN%
% hard spikes	100%
% soft spikes	0%
% tips	0%



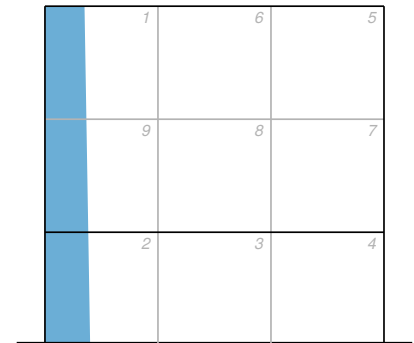
Attack code	XE
N	1
Kill %	0%
Error %	100%
Blocked %	0%
Eff %	-100%
Rec att kill %	NaN%
% hard spikes	100%
% soft spikes	0%
% tips	0%



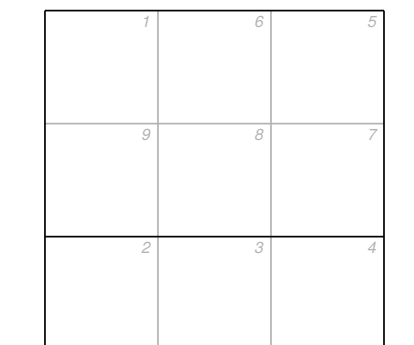
Attack code	PC
N	2
Kill %	0%
Error %	0%
Blocked %	0%
Eff %	0%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%



Attack code	XA
N	3
Kill %	33.3%
Error %	0%
Blocked %	33.3%
Eff %	0%
Rec att kill %	33.3%
% hard spikes	100%
% soft spikes	0%
% tips	0%

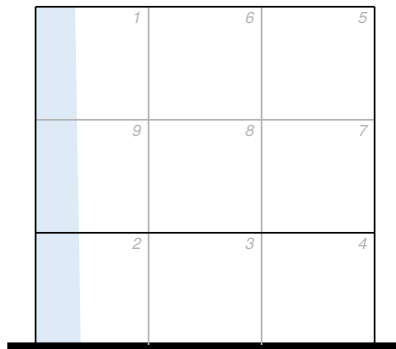


Attack code	XI
N	2
Kill %	50%
Error %	0%
Blocked %	50%
Eff %	0%
Rec att kill %	NaN%
% hard spikes	50%
% soft spikes	0%
% tips	50%



1:3  
2020-01-24Report via <https://apps.untan.gl/teamrep/>

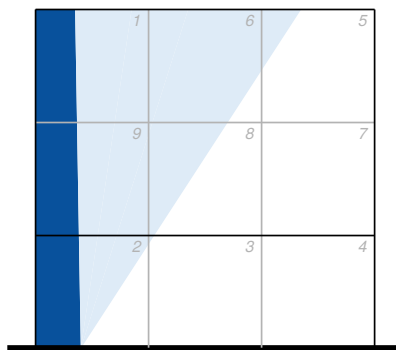
Attack code	XX
N	8
Kill %	37.5%
Error %	12.5%
Blocked %	0%
Eff %	25%
Rec att kill %	0%
% hard spikes	87.5%
% soft spikes	0%
% tips	12.5%



% of attacks

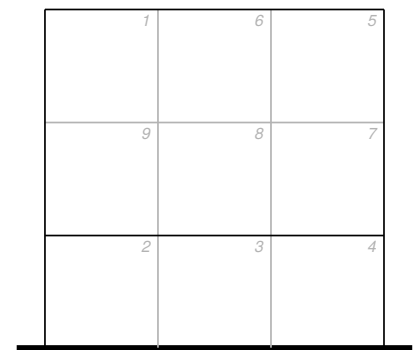
## 8.5.4 ETIENNE BELZILE (10)

Attack code	C3
N	11
Kill %	27.3%
Error %	18.2%
Blocked %	18.2%
Eff %	-9.1%
Rec att kill %	25%
% hard spikes	90.9%
% soft spikes	0%
% tips	9.1%

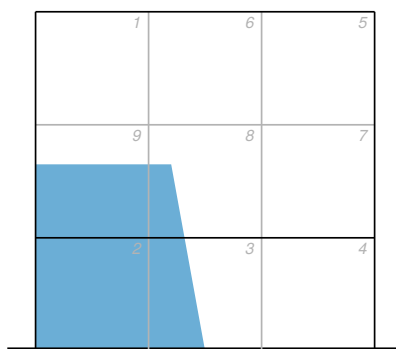


% of attacks

Attack code	C5
N	1
Kill %	0%
Error %	0%
Blocked %	0%
Eff %	0%
Rec att kill %	0%
% hard spikes	100%
% soft spikes	0%
% tips	0%



Attack code	JJ
N	2
Kill %	50%
Error %	0%
Blocked %	0%
Eff %	50%
Rec att kill %	NaN%
% hard spikes	100%
% soft spikes	0%
% tips	0%



% of attacks

## 9 Blocking

### 9.1 All players

	TEAM	ETIENNE BELZILE	JOHN OBI	EVAN HAMMOND	BYRON KETURAKIS	JAMES JACKSON	ZACH ALBERT	ANDRE FOREMAN
aA	123	61	34	28	23	30	43	29
aA%	36.6	29.5	38.2	50.0	17.4	36.7	39.5	51.7
aAeff	22.0	13.1	23.5	39.3	0.0	26.7	23.3	37.9
won	39.6	42.9	40.7	31.8	57.9	40.0	35.3	35.7
BP_won	40.0	42.9	38.9	35.7	63.6	35.3	40.9	30.0
indiv_B%		3.3	2.9	3.6	4.3	0.0	4.7	0.0
tot att B%	5.7	8.2	2.9	3.6	8.7	3.3	9.3	0.0
rec aA%	40.7	35.7	41.2	50.0	0.0	42.9	38.1	66.7

## 9.2 Middle blocking

	TEAM	ETIENNE BELZILE	JOHN OBI	EVAN HAMMOND
Rallies won	39.6	42.9	40.7	31.8
BP%	40.0	42.9	38.9	35.7

### BP%

	TEAM	ETIENNE BELZILE	JOHN OBI	EVAN HAMMOND
BP%	40.0	42.9	38.9	35.7
BP% R#+	32.4	37.5	33.3	22.2
BP% R#	27.3	45.5	0.0	16.7
BP% R+	41.7	20.0	75.0	33.3
BP% R!	27.3	20.0	50.0	0.0

### BLOCK %

	TEAM	ETIENNE BELZILE	JOHN OBI	EVAN HAMMOND
B#% ind		3.3	2.9	3.6
B#% team	5.7	8.2	2.9	3.6

### ALL OPPOSITION ATTACK

	TEAM	ETIENNE BELZILE	JOHN OBI	EVAN HAMMOND
aA	123	61	34	28
aA%	36.6	29.5	38.2	50.0
aA% HB	22.2	22.2	27.3	14.3
aA% FB	45.8	35.3	47.4	63.2
aA% 1T	50.0	33.3	100.0	

### OPPOSITION RECEPTION ATTACK

	TEAM	ETIENNE BELZILE	JOHN OBI	EVAN HAMMOND
rec aA	59	28	17	14
rec aA%	40.7	35.7	41.2	50.0
rec aA% HB	15.4	14.3	25.0	0.0
rec aA% FB	46.7	42.9	46.2	54.5
rec aA% 1T				
rec aA% R#	59.1	45.5	80.0	66.7
rec aA% R+	41.7	40.0	25.0	66.7
rec aA% R!	36.4	40.0	25.0	50.0
rec aA% R-	14.3	14.3	25.0	0.0

**OPPOSITION TRANSITION ATTACK**

	TEAM	ETIENNE BELZILE	JOHN OBI	EVAN HAMMOND
trans aA	64	33	17	14
trans aA%	32.8	24.2	35.3	50.0
trans aA% HB	26.1	27.3	28.6	20.0
trans aA% FB	44.4	23.1	50.0	75.0
trans aA% 1T	50.0	33.3	100.0	

## 10 Keys

### 10.1 Worksheet key

#### Sideouts

Statistic	Explanation
N OPP SRV	Number of serves by the opposition
SO	Number of sideouts (points won on reception)
SO%	Sideout percentage (percentage of points won on reception)
OPP SRV ERRS	Number of serve errors made by the opposition
OPP SRV ERR%	Opposition serve error percentage
mod SO%	Modified sideout percentage (sideout percentage excluding serve errors)
EXP SO%	The expected sideout rate based on the receiver's pass ratings and the dataset-wide sideout rates by rating. For example, 'perfect' receptions might correspond to a dataset-wide sideout rate of 0.7, and 'poor' to 0.4. If a given receiver had one 'perfect' reception and one 'poor' one, their expected sideout rate would be 0.55.

#### Reception

Statistic	Explanation
N	Number of serve receptions
%PERF	Percentage of serve receptions rated as perfect
%POS+PERF	Percentage of serve receptions rated as perfect or positive
%ERR	Reception error percentage
%POOR	Percentage of serve receptions rated as poor
EFF	Serve reception efficiency [(number of receptions rated perfect or positive - number of errors - number of receptions rated negative)/(number of receptions)]
EFF J	Reception efficiency on jump serves
EFF F	Reception efficiency on float/jump-float serves

#### Reception attack

Statistic	Explanation
N	Number of attacks during serve reception phase
KILL%	Attack kill percentage
EFF	Attack efficiency [(number of kills - number of errors and blocked attacks)/(number of attacks)]
TOT	All receptions
REC #+!-/	Receptions rated as perfect/positive/OK (no first tempo attack possible)/negative/poor (no attack possible)

**Reception sideout**

Statistic	Explanation
SO% TOT	Overall sideout percentage
SO% JUMP	Sideout percentage on jump serves
SO% FLOAT	Sideout percentage on float/jump-float serves

**First ball sideout**

Statistic	Explanation
FBSO% TOT	Attack kill percentage on first-ball attacks (attacks on serve reception)
FBSO% JUMP	First-ball sideout percentage on jump serves
FBSO% FLOAT	First-ball sideout percentage on float/jump-float serves
OPP FBSO% TOT	The opposition's first-ball sideout percentage

**Breakpoints**

Statistic	Explanation
N	Number of serve attempts
BP	Number of breakpoints (points won on serve)
BP%	Breakpoint percentage (percentage of serves won)
BP% JUMP	Breakpoint percentage on jump serves
BP% FLOAT	Breakpoint percentage on float/jump-float serves
EXP BP%	The expected breakpoint rate based on the server's serve ratings and the dataset-wide breakpoint rates by rating. For example, 'negative' serves might correspond to a dataset-wide breakpoint rate of 0.3, and an ace to 1.0. If a given server had one 'negative' serve and one ace, their expected breakpoint rate would be 0.65.
EXP OPP SO%	The expected opposition sideout rate. (This is effectively the same as 100-(EXP BP%), but excluding serve errors).
SRV ERRS	Number of serve errors
ACES	Number of serve aces
ACE%	Percentage of serves that were aces

**Block**

Statistic	Explanation
BLOCKS	Number of points won with block kills
BLOCK%	Block kills as a percentage of the number of attacks

**Attack**

Statistic	Explanation
TOT	All attacks
TRANS	Transition attacks
N	Number of attacks
KILL%	Attack kill percentage
EFF	Attack efficiency [(number of kills - number of errors and blocked attacks)/(number of attacks)]
ATT/D	Number of attacks as a percentage of defensive opportunities (see <a href="https://markleb1.wordpress.com/2018/02/10/measuring-team-defence/">https://markleb1.wordpress.com/2018/02/10/measuring-team-defence/</a> for details)
K/D	Number of attack kills as a percentage of defensive opportunities

**Scoring by rotation (including serve errors)**

Statistic	Explanation
OPP N SRV	Number of serves attempted by the opposition
SO	Number of sideouts (points won on reception)
SO%	Sideout percentage (percentage of points won on reception)
mod SO%	Sideout percentage excluding serve errors
N SRV	Number of serves attempted
BP	Number of breakpoints (points won on serve)
BP%	Breakpoint percentage (percentage of serves won)
P1/P2/etc	Setter in position 1/2/etc

**Freeballs**

Statistic	Explanation
N	Number of freeballs received
KILL%	Percentage of freeballs on which an attack kill was made
WON	Number of freeball points won
%WON	Percentage of freeball points won
TOT	All freeballs
F#	Freeballs rated as perfect
F+	Freeballs rated as positive

**Errors and points won**

Statistic	Explanation
ERRS	Number of errors made (attack, serve, set, freeball errors plus block net touches)
ERRS/100	Number of errors made per 100 rallies
ERRS2/100	Number of errors made (excluding serve errors) per 100 rallies
PTS	Number of points won (serve aces plus block and attack kills)
PTS/100	Number of points won per 100 rallies

## 10.2 Attacking key

### 10.2.1 Middle attackers

Statistic	Explanation
N rec att	Number of reception attacks by the team when this player was front row
rec att%	Team reception attack kill percentage when this player was front row
SO%	Sideout percentage when this player was front row
N rec att R#+	As for 'N rec att' but only on good or perfect reception
rec att% R#+	As for 'rec att%' but only on good or perfect reception
SO% R#+	As for 'SO%' but only on good or perfect reception
N trans att	Number of transition attacks by the team when this player was front row
trans att%	Team transition attack kill percentage when this player was front row
trans win%	Percentage of points won when a transition attack was made (by any player on the team) and this player was front row
N trans att BP	As for 'N trans att' but only in breakpoint phase (i.e. the team was serving)
trans att% BP	As for 'trans att%' but only in breakpoint phase (i.e. the team was serving)
BP%	The percentage of points won on serve when this player was front row

## 10.3 Blocking key

Statistic	Explanation
aA	Number of opposition attacks against this blocker
aA%	Opposition attack kill percentage against this blocker
aAeff	Opposition attack efficiency against this blocker
won	Of the rallies during which the opposition attacked against this blocker, the percentage of rallies won by the blocking team
BP_won	As for 'won' but only including rallies during which the blocking team was serving
indiv_B%	Block kills made by this individual blocker (i.e. block kills credited to this individual) as a percentage of opposition attacks against this blocker
tot att B%	Block kills (regardless of whether the kill was made by this individual player or the other blocking player[s]) as a percentage of opposition attacks against this blocker
rec aA%	Opposition reception attack (the first attack directly after receiving serve) kill percentage against this blocker

### 10.3.1 By attack code/zone

Statistic	Explanation
TOT_XX	Total number of attacks of type XX against this blocker
XX%	Attack percentage of TOT_XX attacks against this blocker
XXeff	Attack efficiency of TOT_XX attacks against this blocker
XXpart%	Percentage of opposition XX attacks in which this blocker participated in the block
XX N blockers	Average number of blockers against each opposition XX attack

**10.3.2 Middle blocking**

Statistic	Explanation
Rallies won	Of the rallies during which the opposition attacked against this blocker, the percentage of rallies won by the blocking team
BP%	As for 'Rallies won' but only including rallies during which the blocking team was serving
BP% Rxx	As for 'BP%', but where the reception evaluation code was xx
B#% ind	Block kills made by this individual blocker (i.e. block kills credited to this individual) as a percentage of opposition attacks against this blocker
B#% team	Block kills (regardless of whether the kill was made by this individual player or the other blocking player[s]) as a percentage of opposition attacks against this blocker
aA	Number of opposition attacks against this blocker
aA%	Opposition attack kill percentage against this blocker
aA% HB/FB/1T	Opposition attack kill percentage for high ball/fast ball/first tempo attacks against this blocker
rec aA	Number of opposition reception attacks (the first attack directly after receiving serve) against this blocker
rec aA%	Opposition reception attack kill percentage against this blocker
rec aA% HB/FB/1T	Opposition reception attack kill percentage for high ball/fast ball/first tempo attacks against this blocker
rec aA% Rxx	Opposition reception attack kill percentage against this blocker where the reception evaluation code was xx
trans aA	Number of opposition transition attacks against this blocker
trans aA%	Opposition transition attack kill percentage against this blocker
trans aA% HB/FB/1T	Opposition transition attack kill percentage for high ball/fast ball/first tempo attacks against this blocker

## 11 Settings used for this report

Report generated on: 31-Jan-2020

Player roles from: Fixed rotation (S-H-M)

### **Serving**

Minimum number of serves required for a player to be included: 5

Serve position data from: guess

Generate individual serve charts? Yes

### **Reception**

Minimum number of receptions required for a player to be included: 5

Reception position data from: guess

Generate individual reception charts? Yes

### **Setting**

Setters reported on: MACK MRAVNIK, BYRON KETURAKIS

Include set distribution by setter calls? Yes

Report on individual setters? Yes

### **Attacking**

Minimum number of attacks required for a player to have charts shown: 10

Attack chart style: Guess

Attack codes shown on charts:

Attack codes excluded from charts:

Attacks to show on charts: Kills, Other errors, All other attacks

Attack types shown on charts: Hard spikes, Soft spikes

### **Blocking**

Number of blockers from: Scouted number of blockers

Report on attacks by: Attack code

Attack codes to report on: