

S in 4

Total Zone Chart analysis

JAPAN ASIA GAME | Atk after Rec | Setter in 4 | OR[*~~R~#,

S4

4 25 % 1 25 % Koshikawa: 3 Yoneyama: 1	7 44 % 3 43 % Yamauchi: 7	
	3 19 % 2 67 % Ishikawa: 3	2 12 % 1 50 % Shimizu: 2

Total events Total events %
Events # Events # in %

JAPAN ASIA GAME | Player detail | Reception | Setter in 4 |

Player	Skill	Type	S	Set	Ind	*E%	Tot	=	%	BP	pS	/	%	BP	pS	-	%	!	%	+	%	#	%	BP	pS
Team	Reception		4		6	60 %	25	1	4%	1	.	.	.	.	.	3	12%	5	20%	5	20%	11	44%	.	.
7 KOSHIKAW					9	100 %	4	.	.	.	.	.	.	.	.	.	.	.	.	1	25%	3	75%	.	.
11 YANAGIDA					3	33 %	6	1	17%	1	.	.	.	.	.	1	17%	1	17%	2	33%	1	17%	.	.
14 ISHIKAWA					7	73 %	11	.	.	.	.	.	.	.	.	1	9%	2	18%	2	18%	6	55%	.	.
17 NAGANO					3	33 %	3	.	.	.	.	.	.	.	.	1	33%	1	33%	.	.	1	33%	.	.
18 YONEYAM					.	.	1	.	.	.	.	.	.	.	.	.	.	1	100%	.	.	.	.	.	.

Total Zone Chart analysis

JAPAN ASIA GAME | Transition | Setter in 4 | AND[*~~D~#,7]

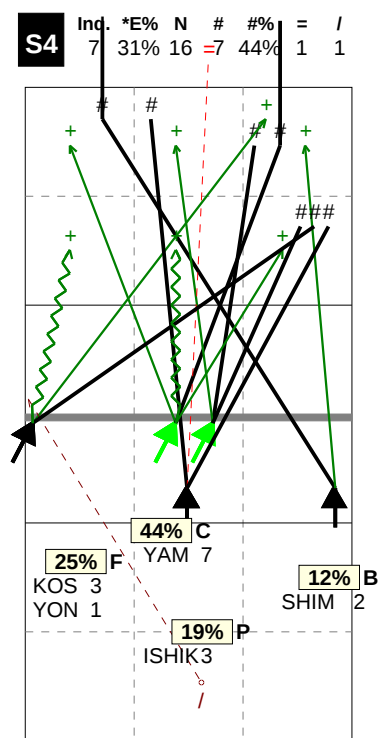
S4

3 43 % 1 33 % Koshikawa: 3		
1 14 % Ishikawa: 1	3 43 % 1 33 % Shimizu: 1 Tsubakiyam: 1 Ishikawa: 1	

Total events Total events %
Events # Events # in %

Total Direction Chart analysis

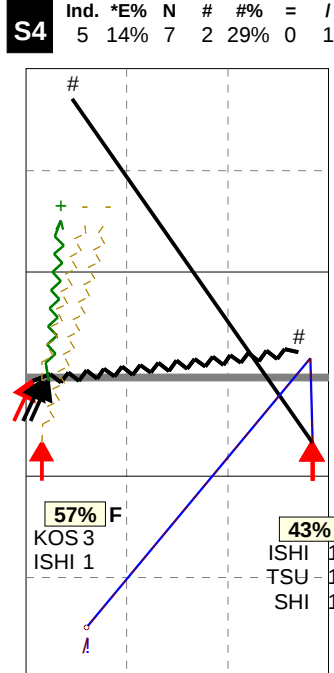
JAPAN ASIA GAME | Atk after Rec | Setter in 4 | OR[*~~R~#,1][*~~R~+,1];



H: 88%(14) P: 12%(2) T: (0)

Total Direction Chart analysis

JAPAN ASIA GAME | Transition | Setter in 4 | AND[*~~D~#,7][~~~AO~PR~3,6][



H: 43%(3) P: 57%(4) T: (0)