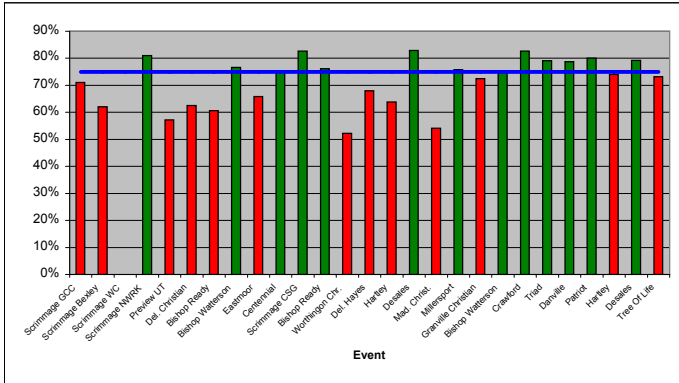
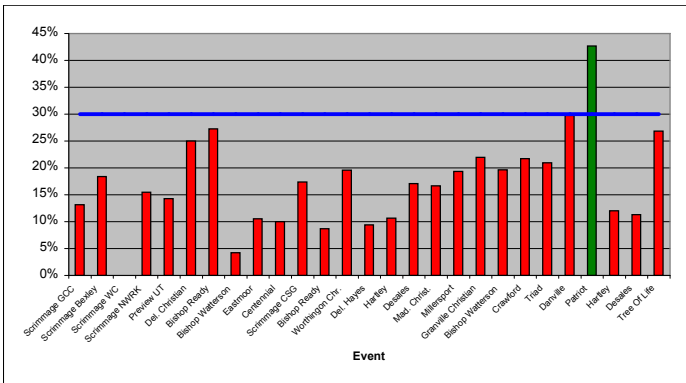


## Attacking

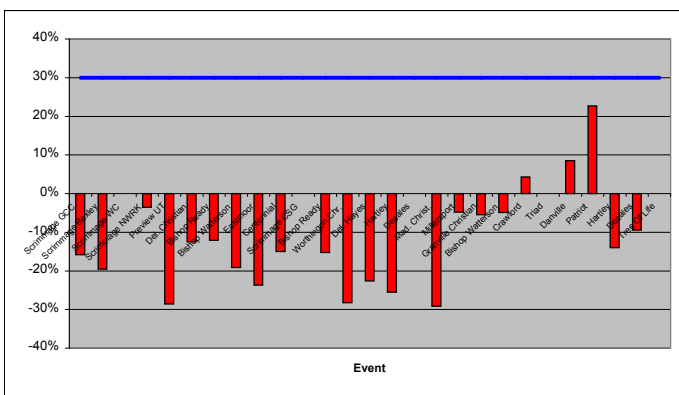
Attack Error Free % (Successes / Attempts)



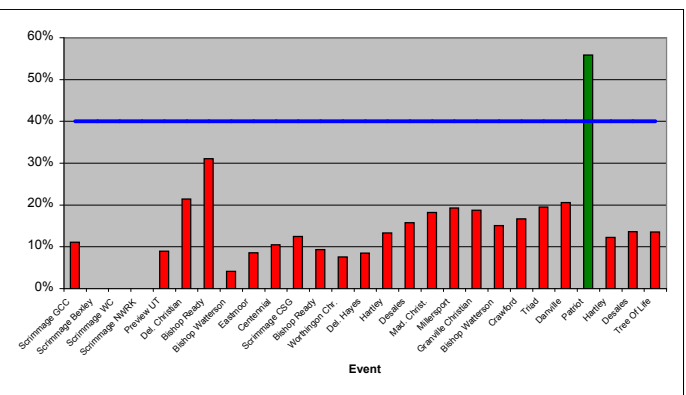
Attack Kill % (Kills / Attempts)



Attack Kill Efficiency ((Kills - Errors) / Attempts)

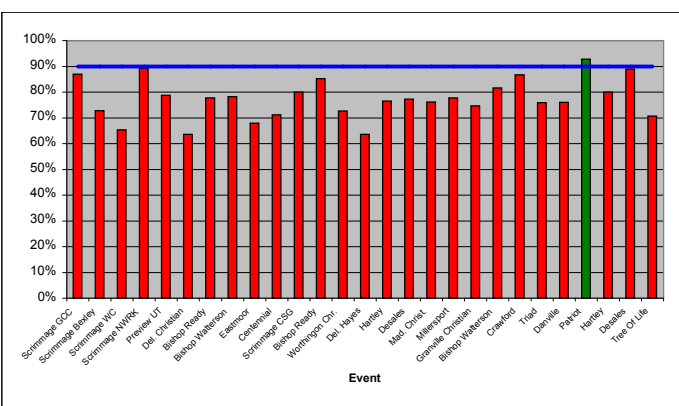


Assists Kill Probability (Assists / Attempts)

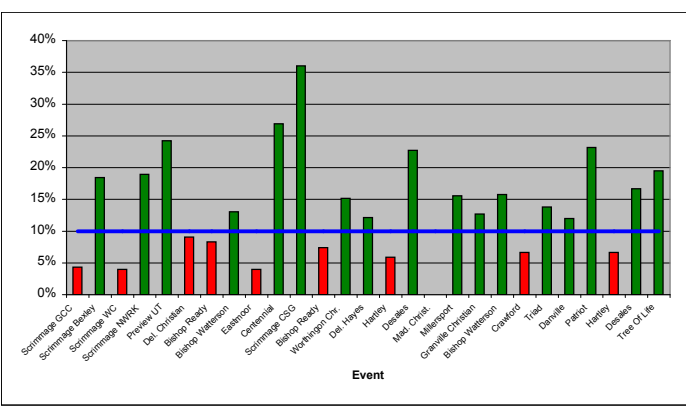


## Serving

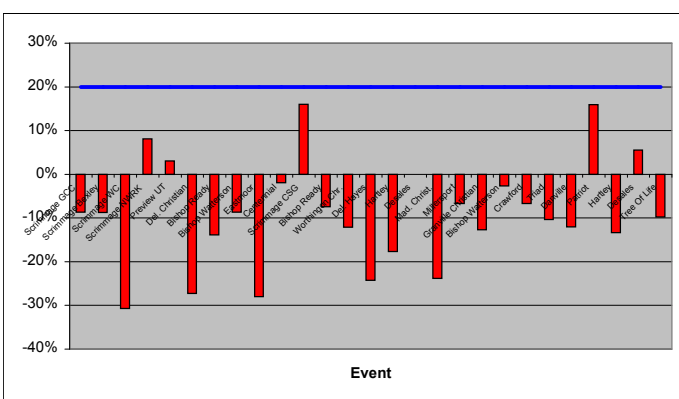
Serve Error Free % (Successes / Attempts)



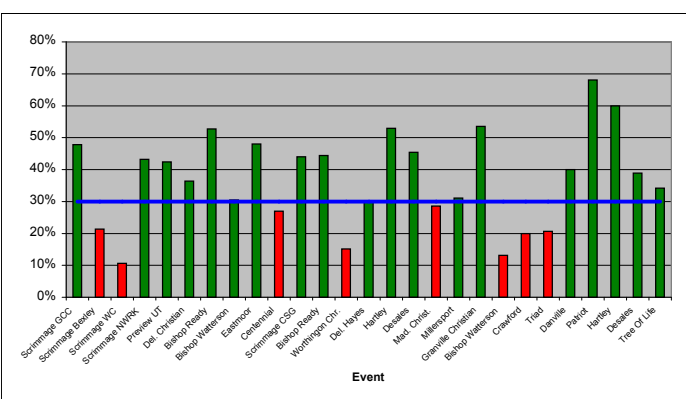
Serve ACE Probability (Aces / Attempts)



Serve ACE Efficiency ((Aces - Errors) / Attempts)

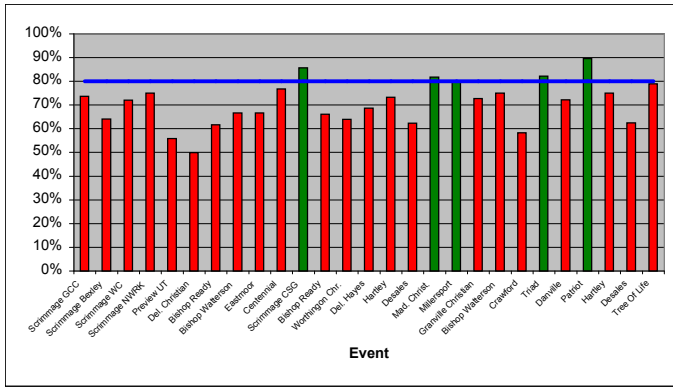


Serve WELL Probability (Serve 1's / Attempts)

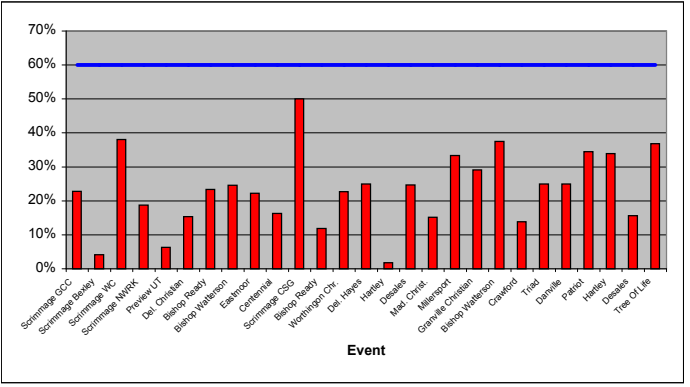


## Serve Receive

Serve Receive Error Free % (Successes / Attempts)

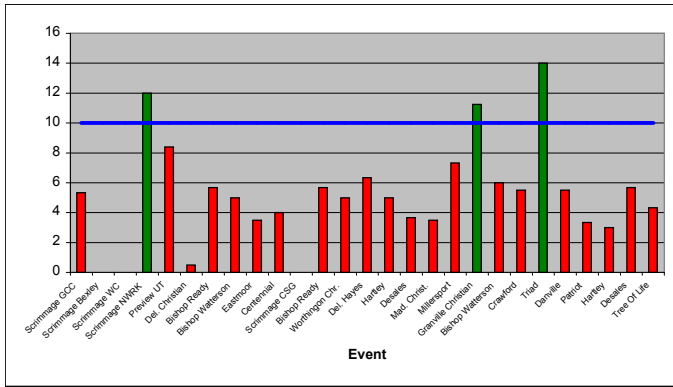


Serve Receive Excellent Probability (Serve Receive 2's / Attempts)

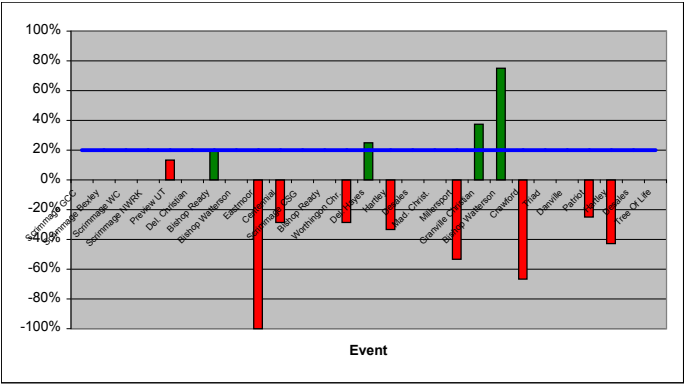


## Defense

Digs (Count of playable passes off an opponent's attack)

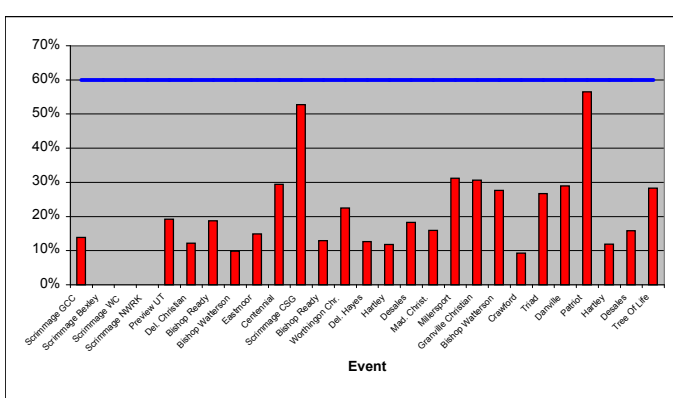


Blocking Efficiency ((Successes - Errors) / Attempts)

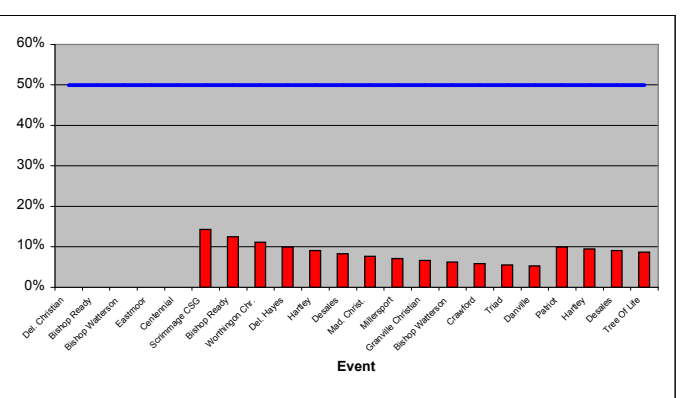


## Winning

Point Earning Probability (Points Earned / (Points Earned + Points Given)) (Points actually EARNED).



Winning % (Wins / (Wins + Losses))



<b>Bar Chart</b>	<span style="color: green;">█</span>	Performance better than Goal	<b>Line Chart</b>	<span style="color: green;">█</span>	Performance better than Goal
	<span style="color: red;">█</span>	Performance worse than Goal		<span style="color: red;">█</span>	Performance worse than Goal
	<span style="color: blue;">█</span>	Target		<span style="color: blue;">█</span>	Target
	<span style="color: gray;">█</span>	Prior Year		<span style="color: gray;">█</span>	Prior Year