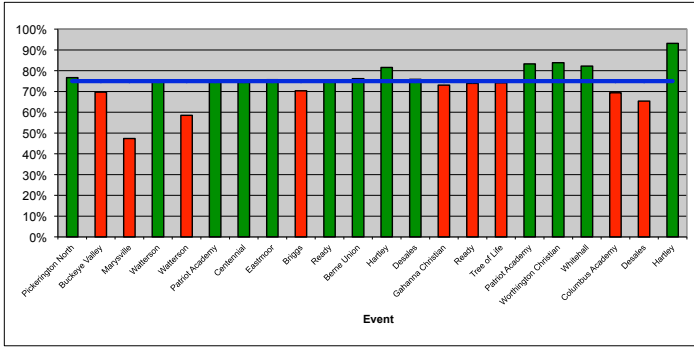
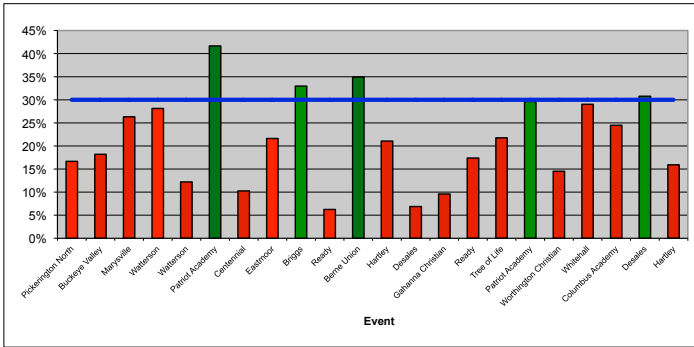


Attacking

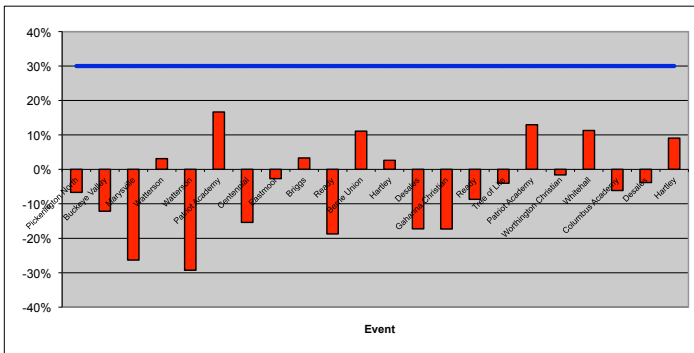
Attack Error Free % (Successes / Attempts)



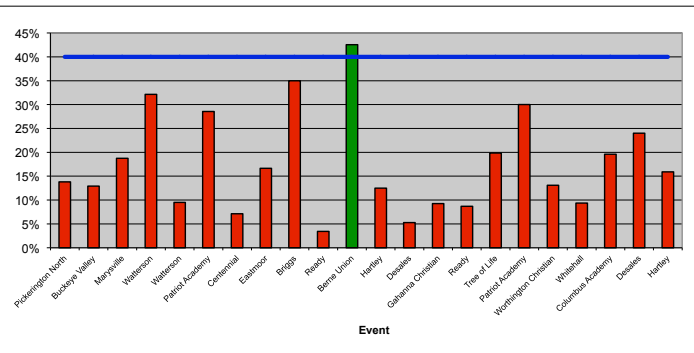
Attack Kill % (Kills / Attempts)



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

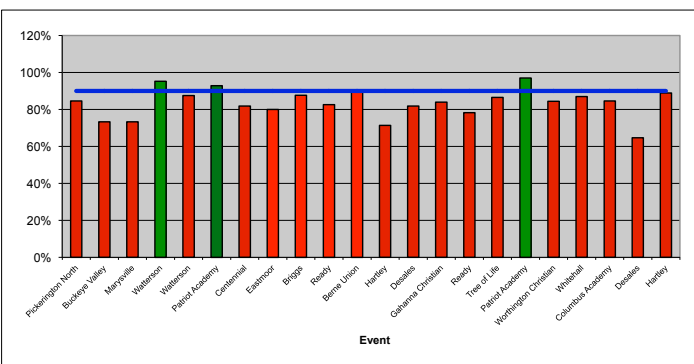


Assists Kill Probability (Assists / Attempts)

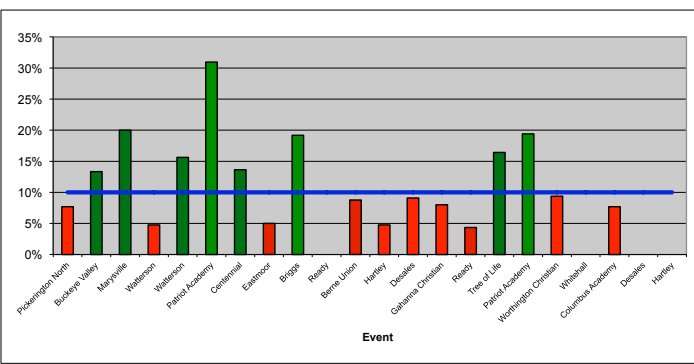


Serving

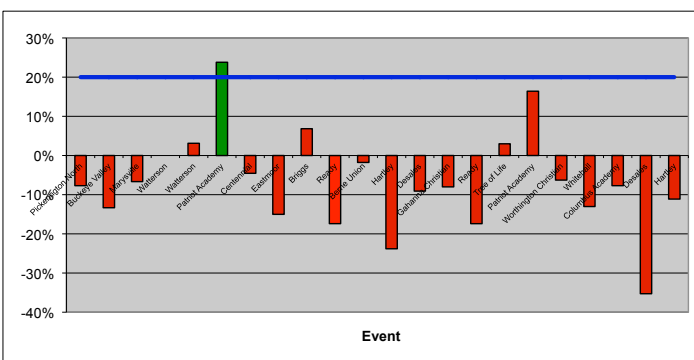
Serve Error Free % (Successes / Attempts)



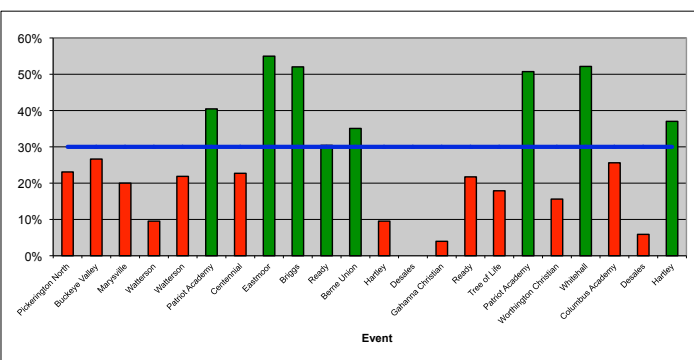
Serve ACE Probability (Aces / Attempts)



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

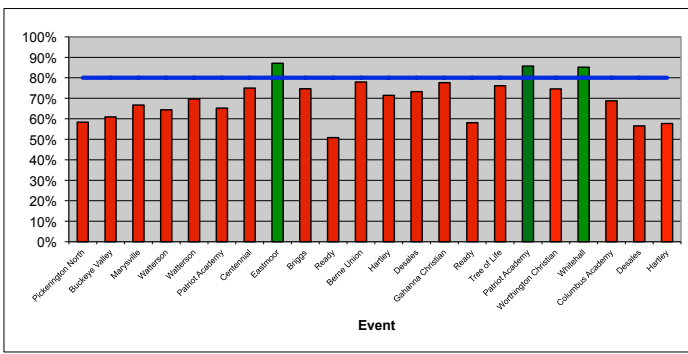


Serve WELL Probability (Serve 1's / Attempts)

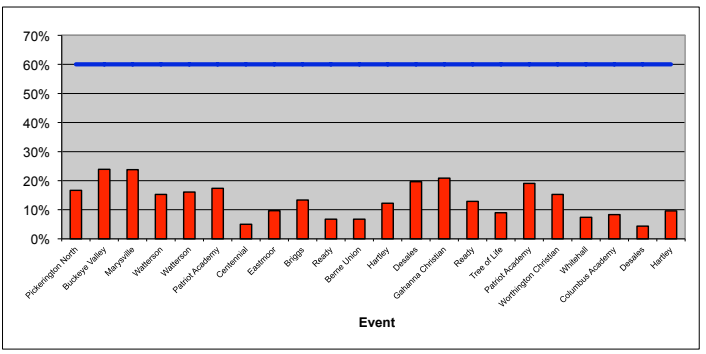


Serve Receive

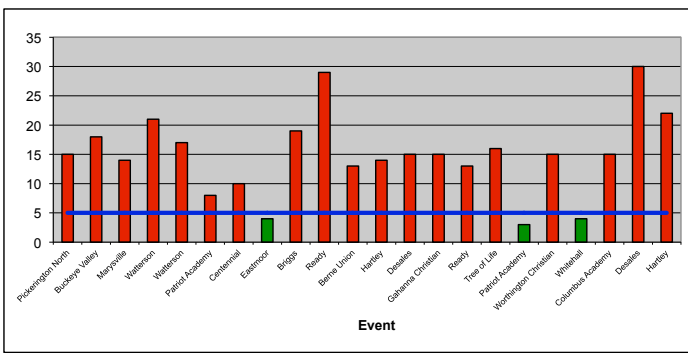
Serve Receive Error Free % (Successes / Attempts)



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

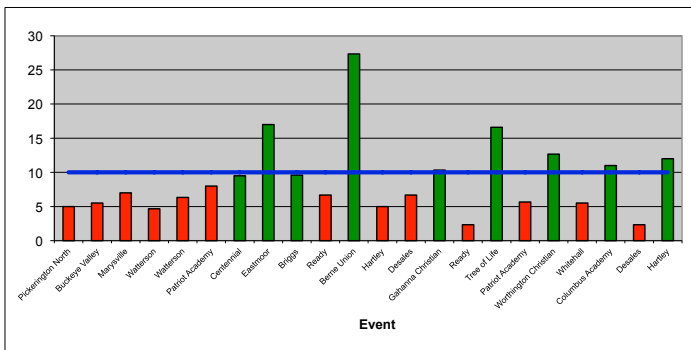


Number of times we get ACED on Serve Receive

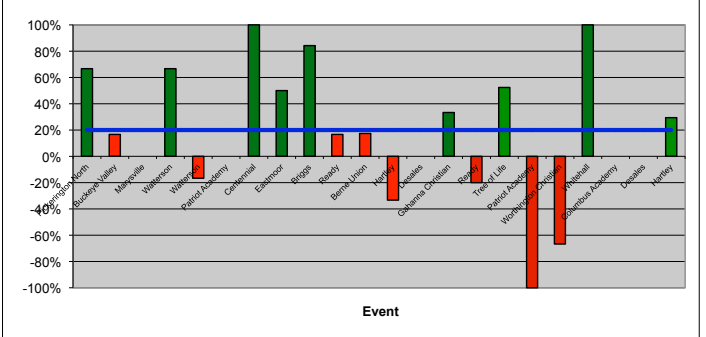


Defense

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

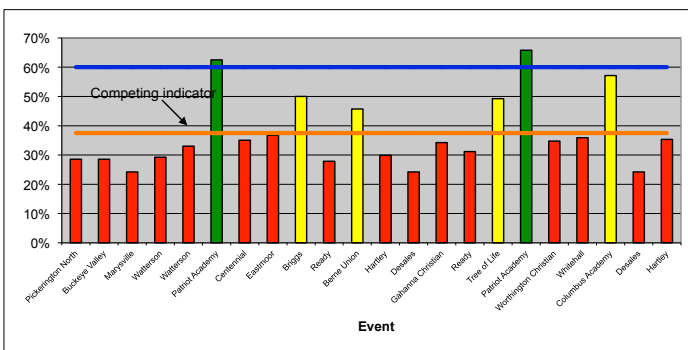


Blocking Efficiency ((Successes - Errors) / Attempts)

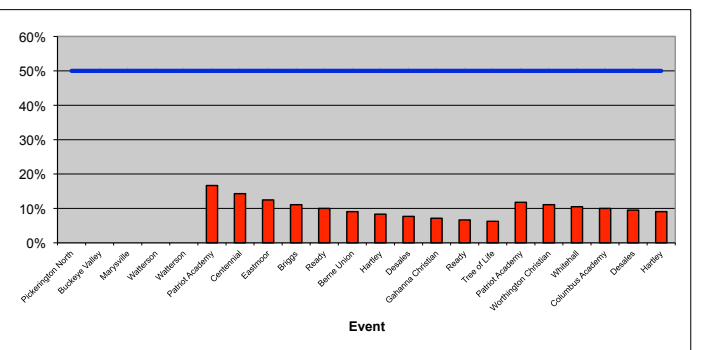


Winning

Point Probability (Points Awarded / (Points Awarded + Points Given))



Winning % (Wins / (Wins + Losses))



Bar Graphs

- Performance better than Goal
- Performance worse than Goal
- Target
- Prior Year

Line Graphs

- Performance better than Goal
- Performance worse than Goal
- Target
- Prior Year