



## 2 Middle blockers

	TEAM	TAKUYA YASUNAGA	TAISHI ONODERA	KENTA NAKAJIMA	MASAKI KANEKO	SYOGO TOIMOTO	KAI ROGERS
Rallies won	35.6	33.1	38.8	36.3	42.1	12.5	56.2
BP%	34.7	32.5	38.0	34.8	42.9	0.0	50.0

### BP%

	TEAM	TAKUYA YASUNAGA	TAISHI ONODERA	KENTA NAKAJIMA	MASAKI KANEKO	SYOGO TOIMOTO	KAI ROGERS
BP%	34.7	32.5	38.0	34.8	42.9	0.0	50.0
BP% R#+	30.9	29.3	34.4	32.8	16.7	0.0	28.6
BP% R#	29.7	27.8	33.3	35.6	0.0	0.0	0.0
BP% R+	32.2	30.8	35.6	30.4	20.0	0.0	40.0
BP% R!	38.2	32.9	44.2	24.3	75.0	0.0	50.0

### BLOCK %

	TEAM	TAKUYA YASUNAGA	TAISHI ONODERA	KENTA NAKAJIMA	MASAKI KANEKO	SYOGO TOIMOTO	KAI ROGERS
B#% ind		4.3	5.0	3.1	9.1	0.0	0.0
B#% team	8.5	8.0	10.2	7.1	9.1	0.0	17.6

### ALL OPPOSITION ATTACK

	TEAM	TAKUYA YASUNAGA	TAISHI ONODERA	KENTA NAKAJIMA	MASAKI KANEKO	SYOGO TOIMOTO	KAI ROGERS
aA	2648	650	1234	350	22	11	17
aA%	47.6	48.6	45.3	47.4	36.4	45.5	41.2
aA% HB	34.5	38.7	33.8	38.0	30.0	100.0	16.7
aA% FB	48.1	40.0	40.0	100.0			100.0
aA% 1T	55.1	59.7	49.2	60.3		100.0	25.0

### OPPOSITION RECEPTION ATTACK

	TEAM	TAKUYA YASUNAGA	TAISHI ONODERA	KENTA NAKAJIMA	MASAKI KANEKO	SYOGO TOIMOTO	KAI ROGERS
rec aA	1705	398	818	223	11	5	14
rec aA%	49.9	52.5	47.2	48.0	45.5	40.0	50.0
rec aA% HB	36.4	42.9	32.0	41.3	50.0		25.0
rec aA% FB	52.2	33.3	44.4	100.0			100.0
rec aA% 1T	55.4	60.9	49.5	60.4		100.0	25.0
rec aA% R#	58.0	61.6	55.0	50.9	100.0	100.0	100.0
rec aA% R+	52.5	58.0	49.0	51.5	75.0	33.3	60.0
rec aA% R!	43.2	49.2	39.3	50.0	0.0	0.0	50.0
rec aA% R-	37.8	41.8	36.3	40.3	50.0		20.0

### OPPOSITION TRANSITION ATTACK

	TEAM	TAKUYA YASUNAGA	TAISHI ONODERA	KENTA NAKAJIMA	MASAKI KANEKO	SYOGO TOIMOTO	KAI ROGERS
trans aA	943	252	416	127	11	6	3
trans aA%	43.5	42.5	41.6	46.5	27.3	50.0	0.0
trans aA% HB	33.3	35.3	34.7	34.8	25.0	100.0	0.0
trans aA% FB	25.0	50.0	0.0				
trans aA% 1T	53.1	54.2	46.4	60.0			

### 3 Options used

Report generated on: 11-Apr-2020

Dataset: 2019-20\_VL

Team: JT Thunders Hiroshima 2019-20

Infer player positions from: Fixed rotation (S-H-M)

Blocking strategy: Standard

Number of blockers from: Scouted number of blockers

Attack breakdown by: Attack code (X5, V6, etc)

Attack codes to report on: L9, P1, P2, P5, P8, P9, PA, PB, PV, PZ

## 4 Keys

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
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

## 4.1 Middle blocking key

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