



















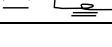
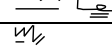
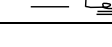
































0.05	0.1	0.2	0.3	0.4	0.5	0.6
PUSH UP FAMILY (Push up & Wenson PU)						
EXPLOSIVE PUSH UP FAMILY (Plio Pu, A Frame)						
EXPLOSIVE SUPPORT FAMILY (High V)						
HELICOPTER						
SUPPORT FAMILY (L & Straddle Support)						
V SUPPORT FAMILY (Straddle V & V Support)						
HORIZONTAL SUPPORT FAMILY (Wenson Support)						
SPLIT FAMILY (Split & Vertical Split)						
TURN FAMILY (Turn & Turn with Leg at Horizontal)						
BALANCE FAMILY (Sagital, Frontal & Balance Turn)						
ILLUSION FAMILY						
KICK FAMILY						

0.05	0.1	0.2	0.3	0.4	0.5	0.6
STAR JUMP FAMILY						
						
STRAIGHT JUMP FAMILY (Air Turn & Free Fall)						
						
						
TUCK JUMP FAMILY						
						
						
						
COSSACK JUMP FAMILY						
						
						
						
PIKE JUMP FAMILY						
						
						
STRADDLE JUMP FAMILY (Straddle & Frontal Split)						
						
						
						
						
SPLIT JUMP FAMILY (Split & Switch Split)						
						
						
						
						
SCISSORS LEAP FAMILY						
						
						
KICK JUMP FAMILY (Hitch & Scissors Kick)						
						

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