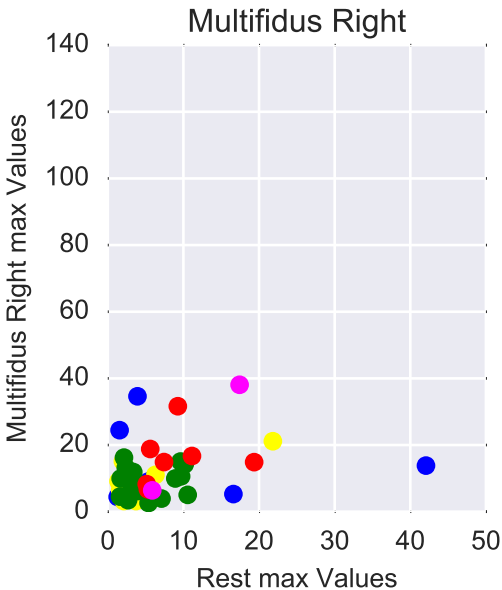
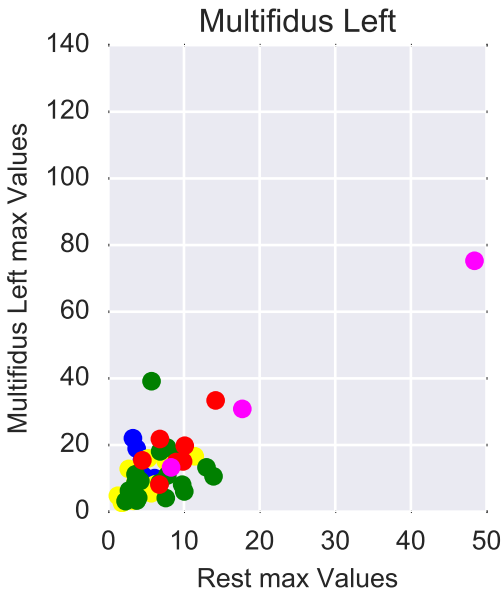
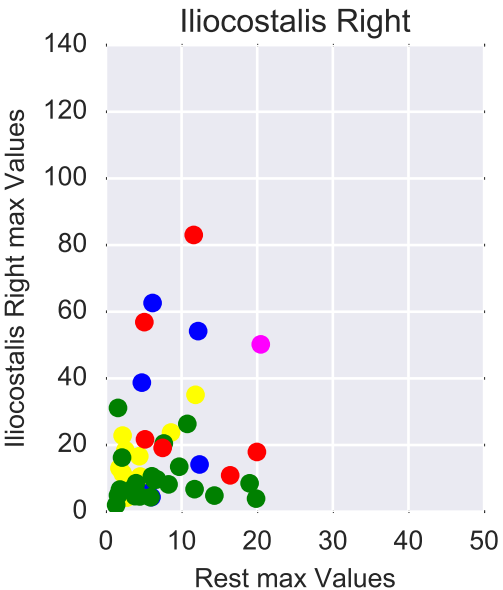
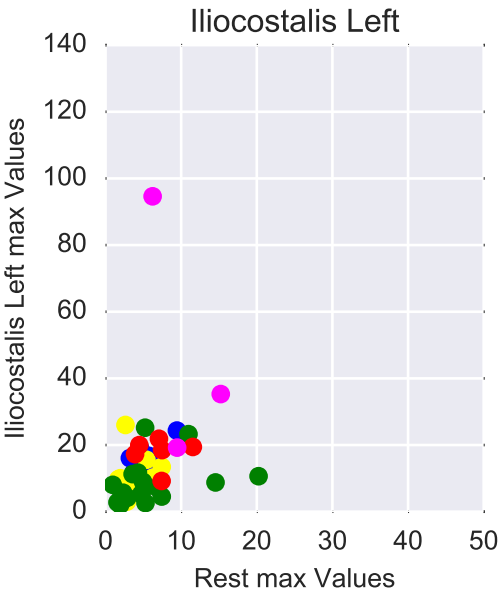
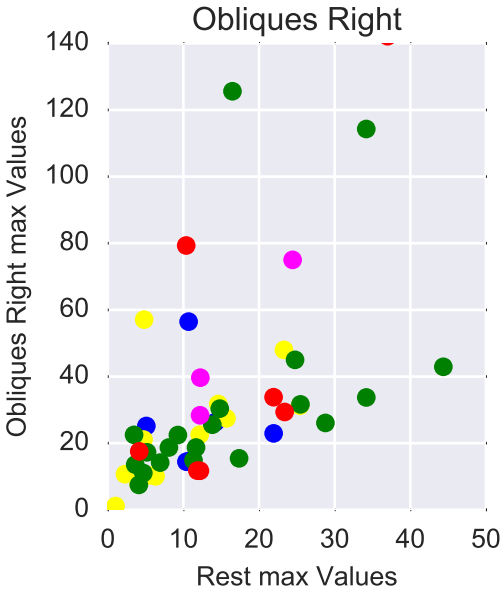
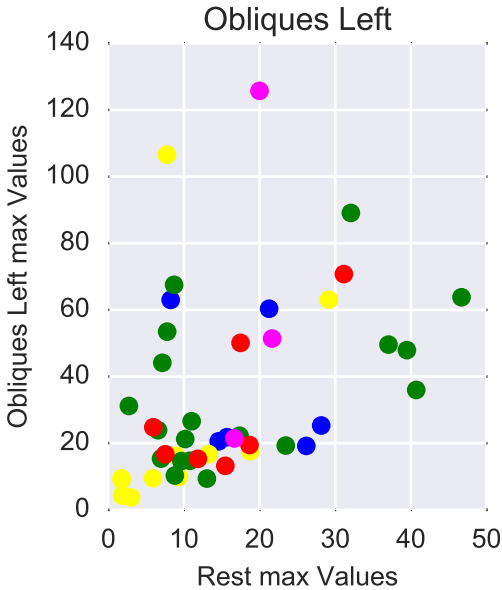
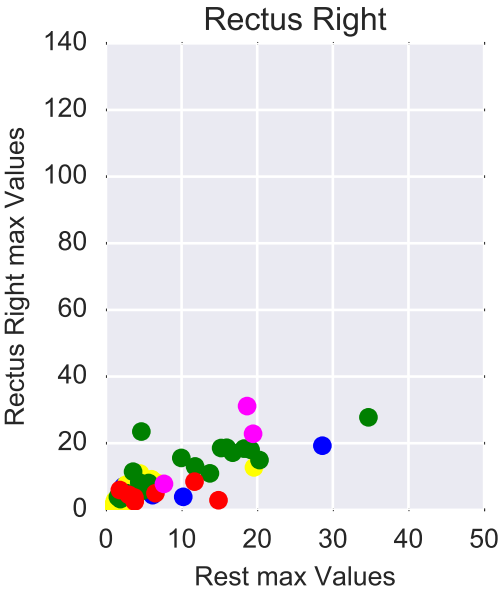
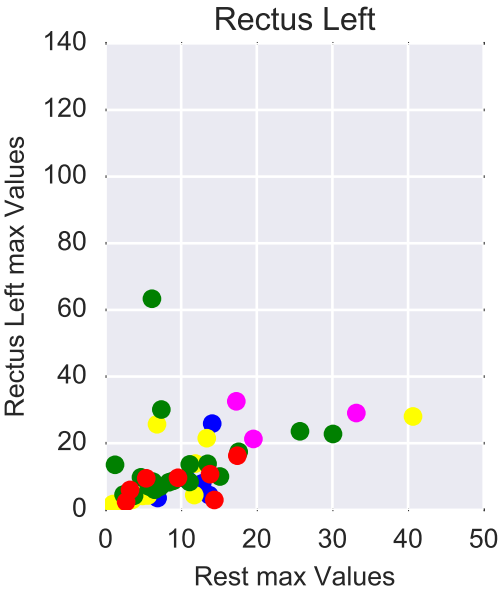
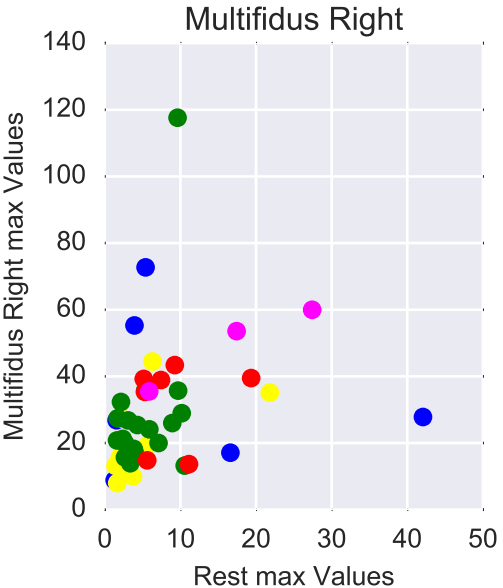
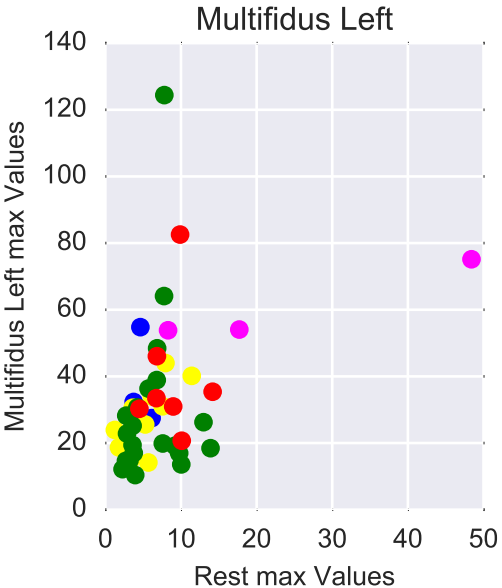
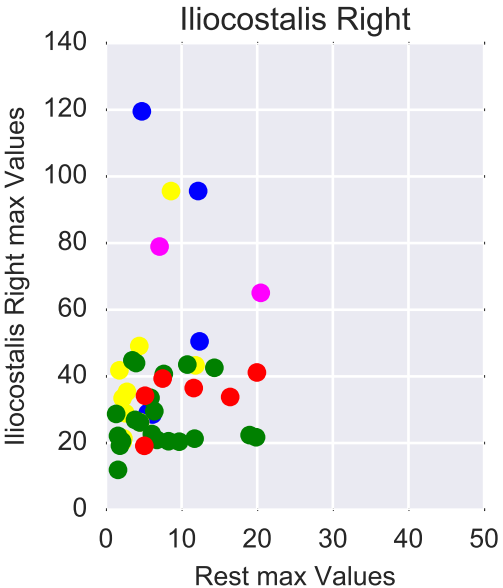
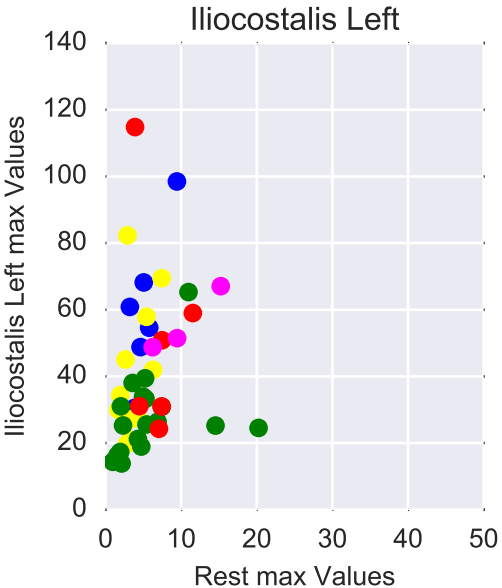
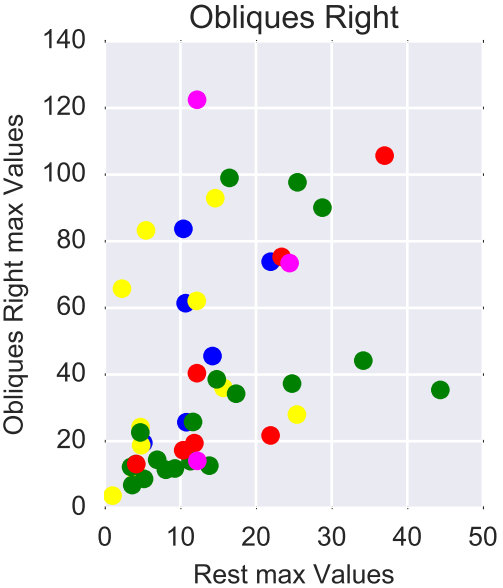
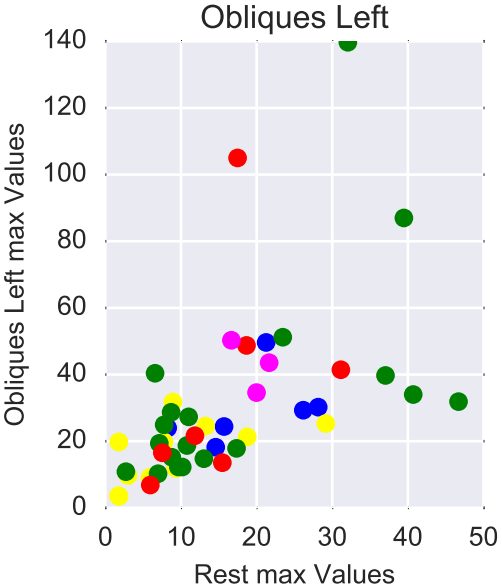
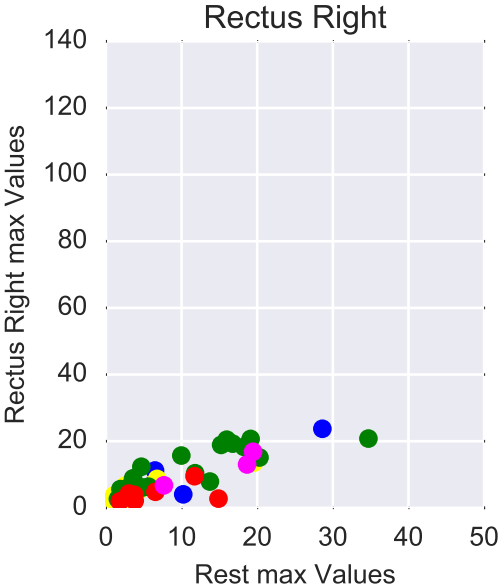
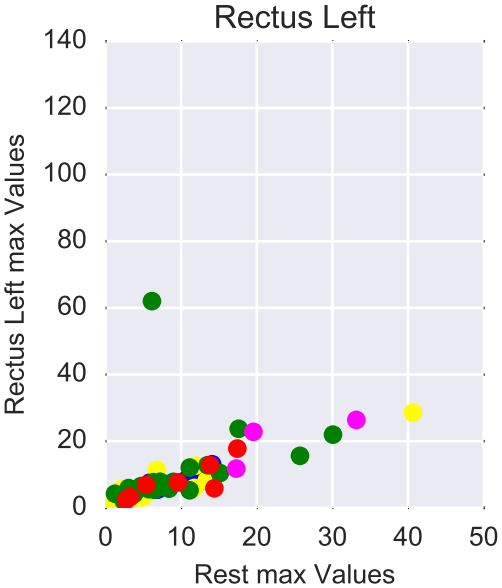


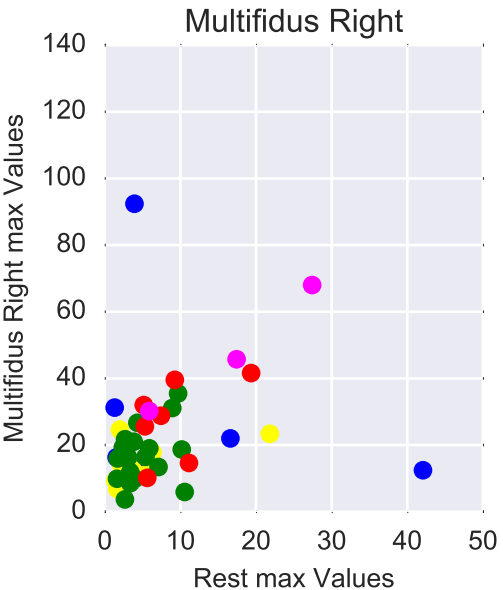
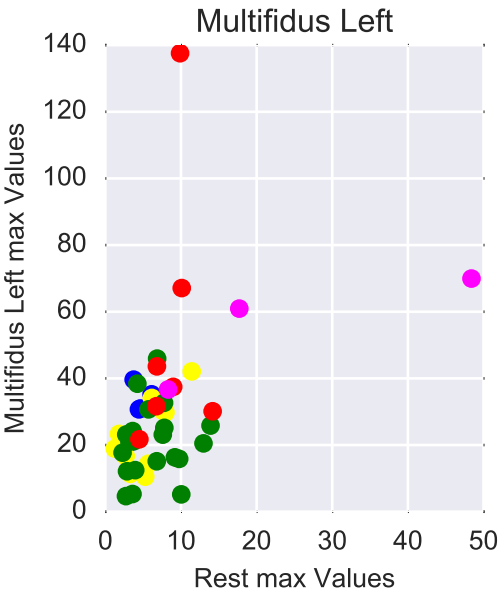
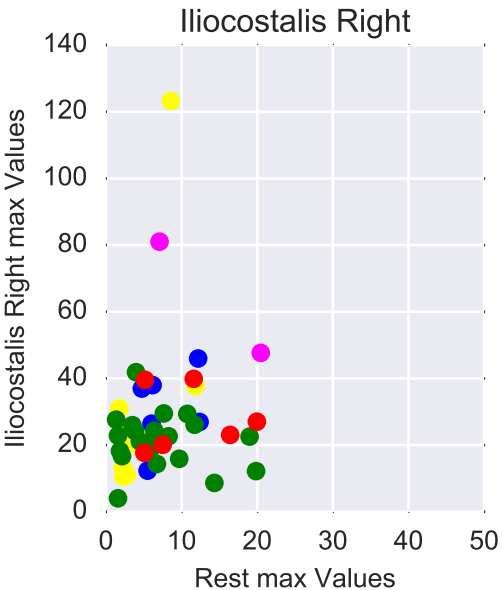
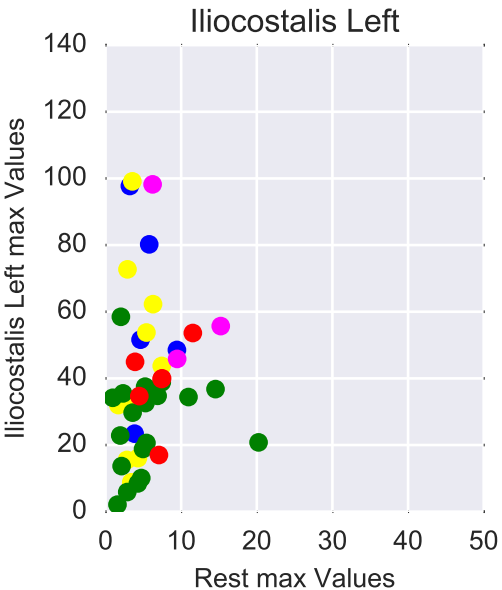
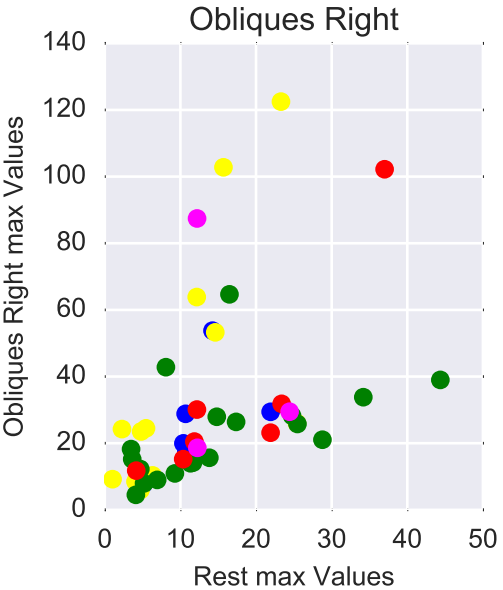
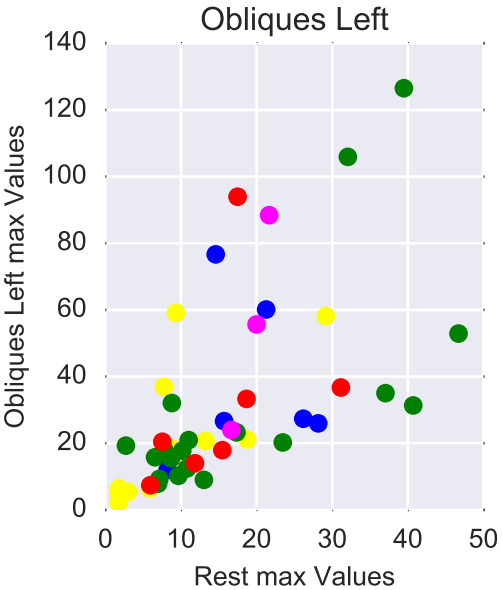
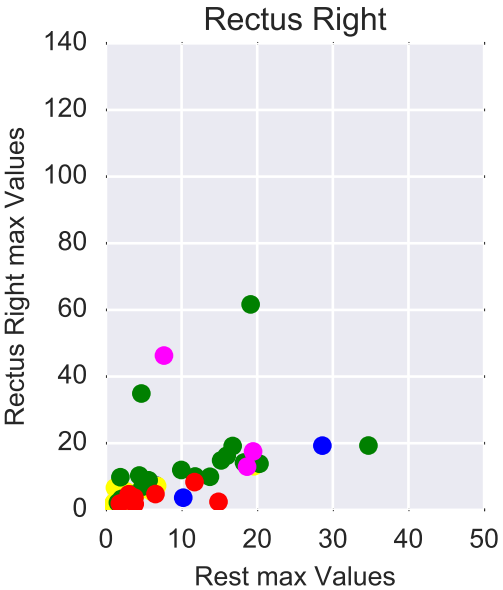
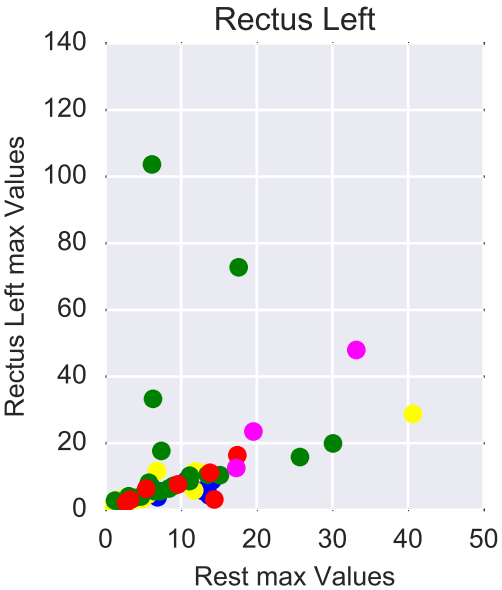
Relax VS Task (Max Value) - OneFootStanding\_R\_EO



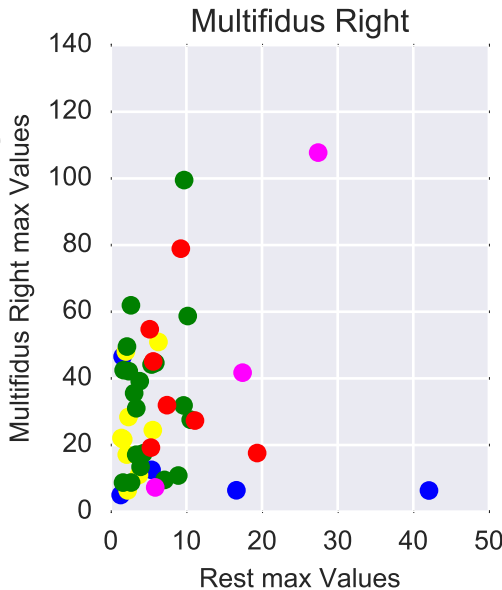
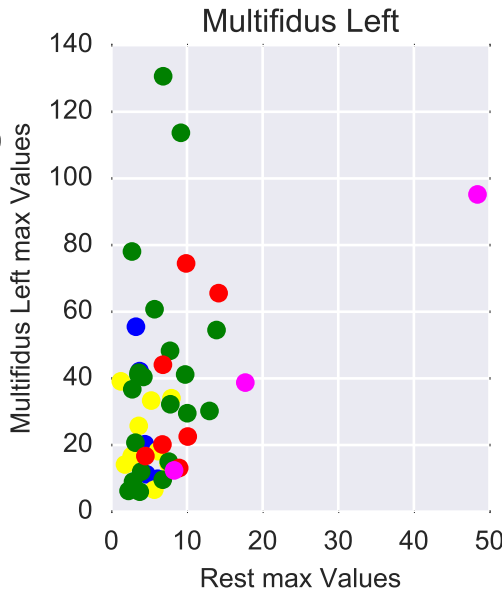
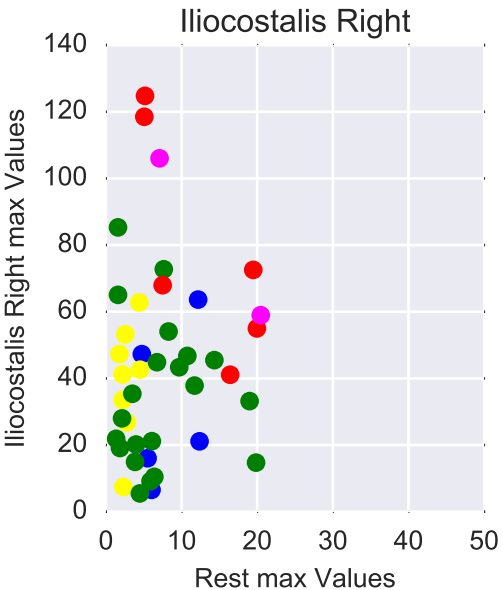
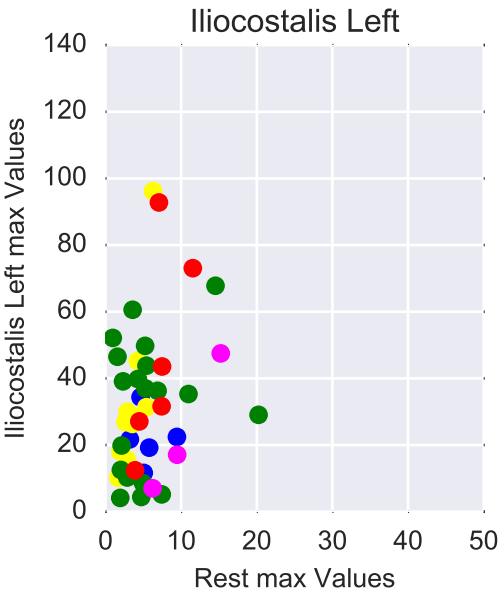
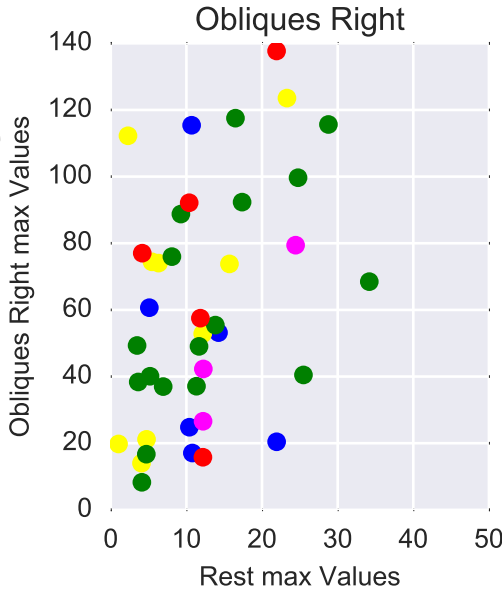
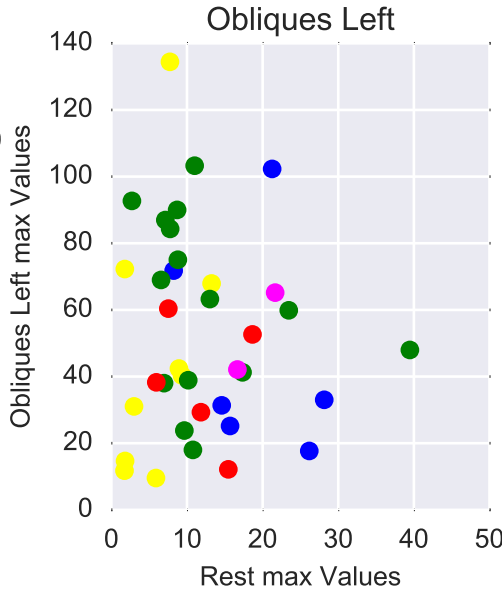
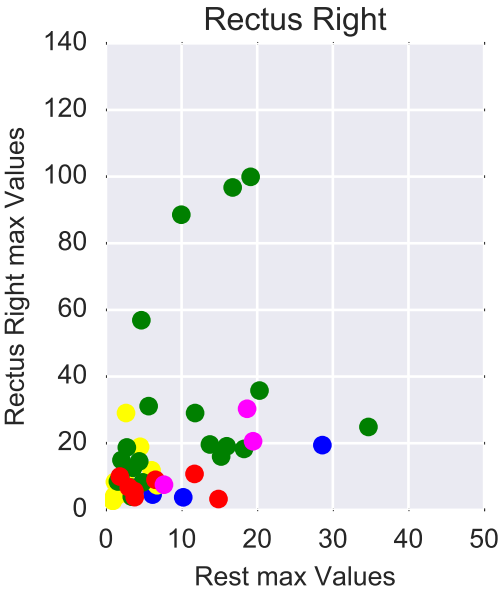
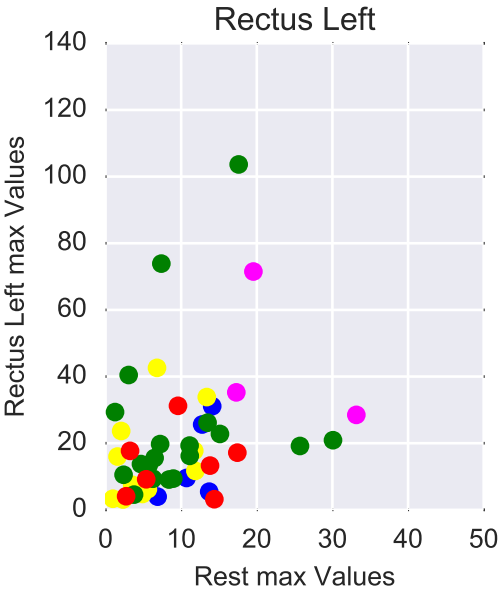
# Relax VS Task (Max Value) - Reach\_L



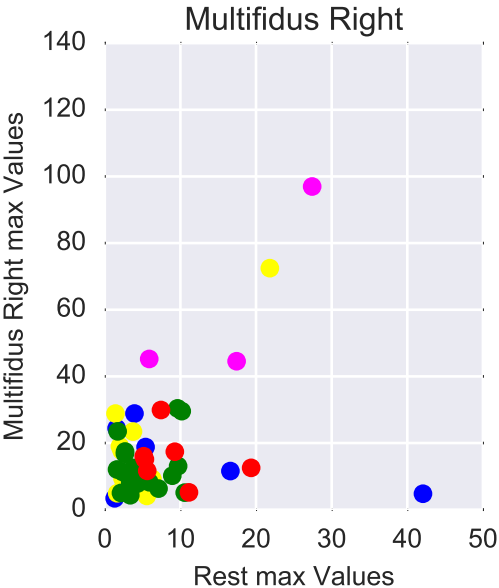
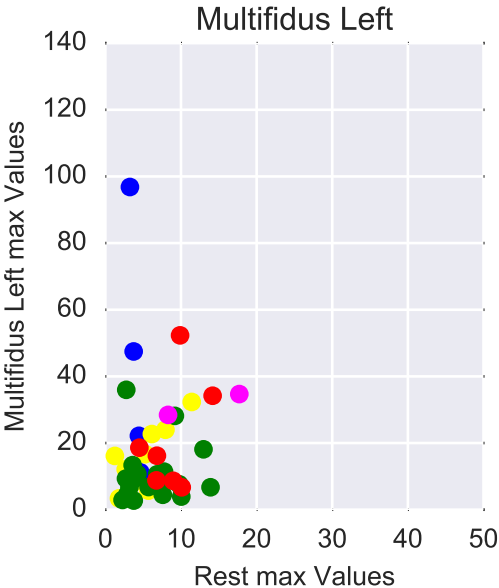
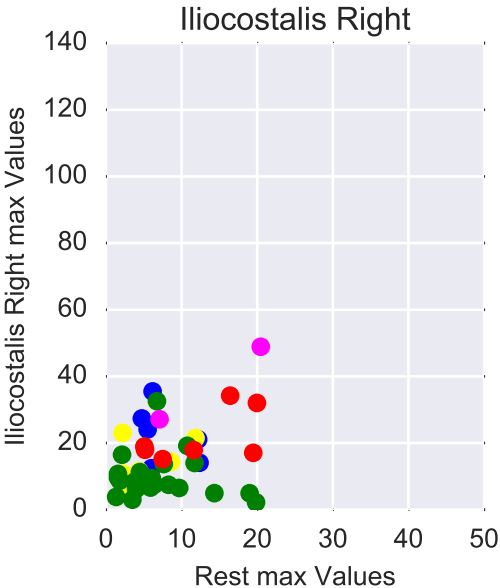
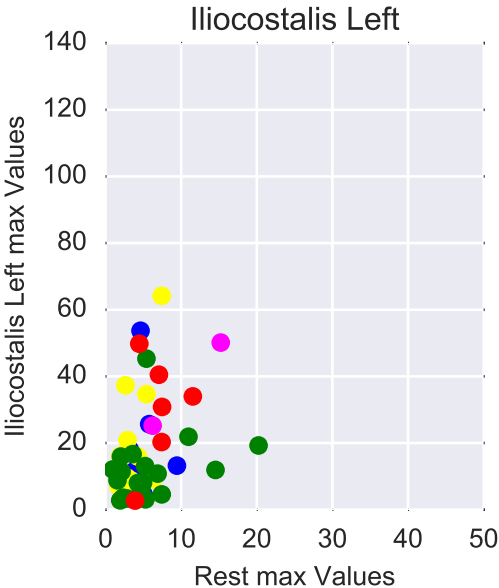
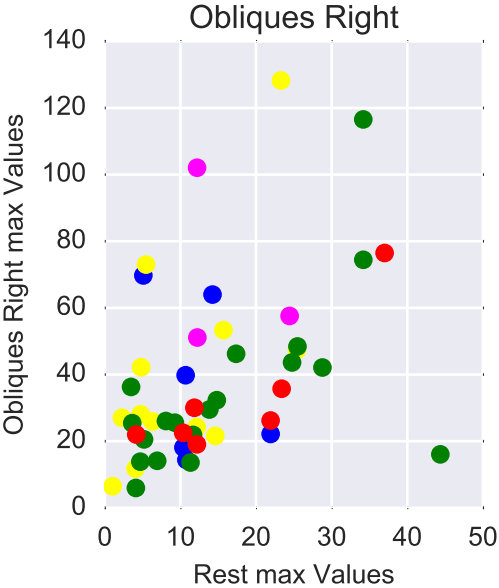
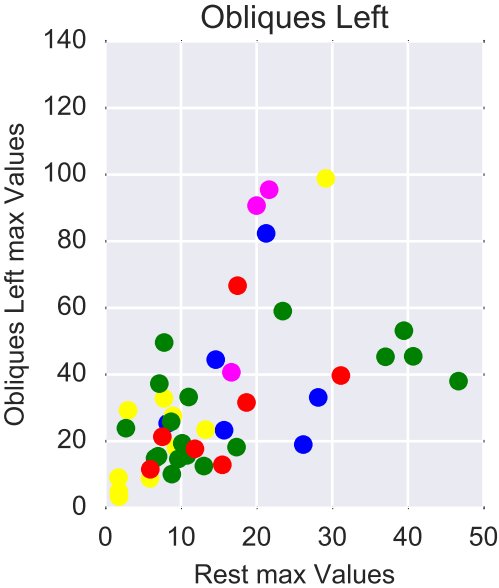
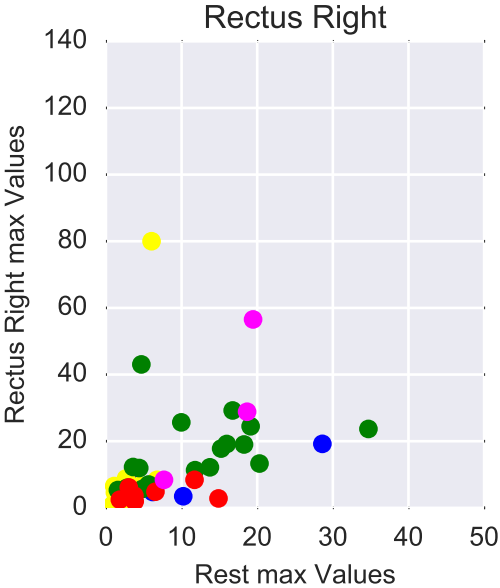
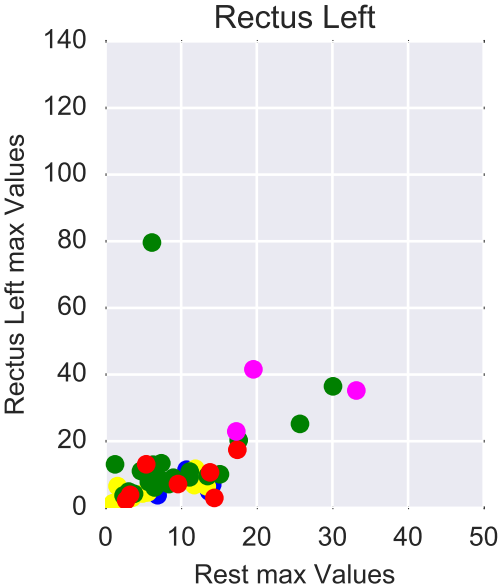
# Relax VS Task (Max Value) - Reach\_C



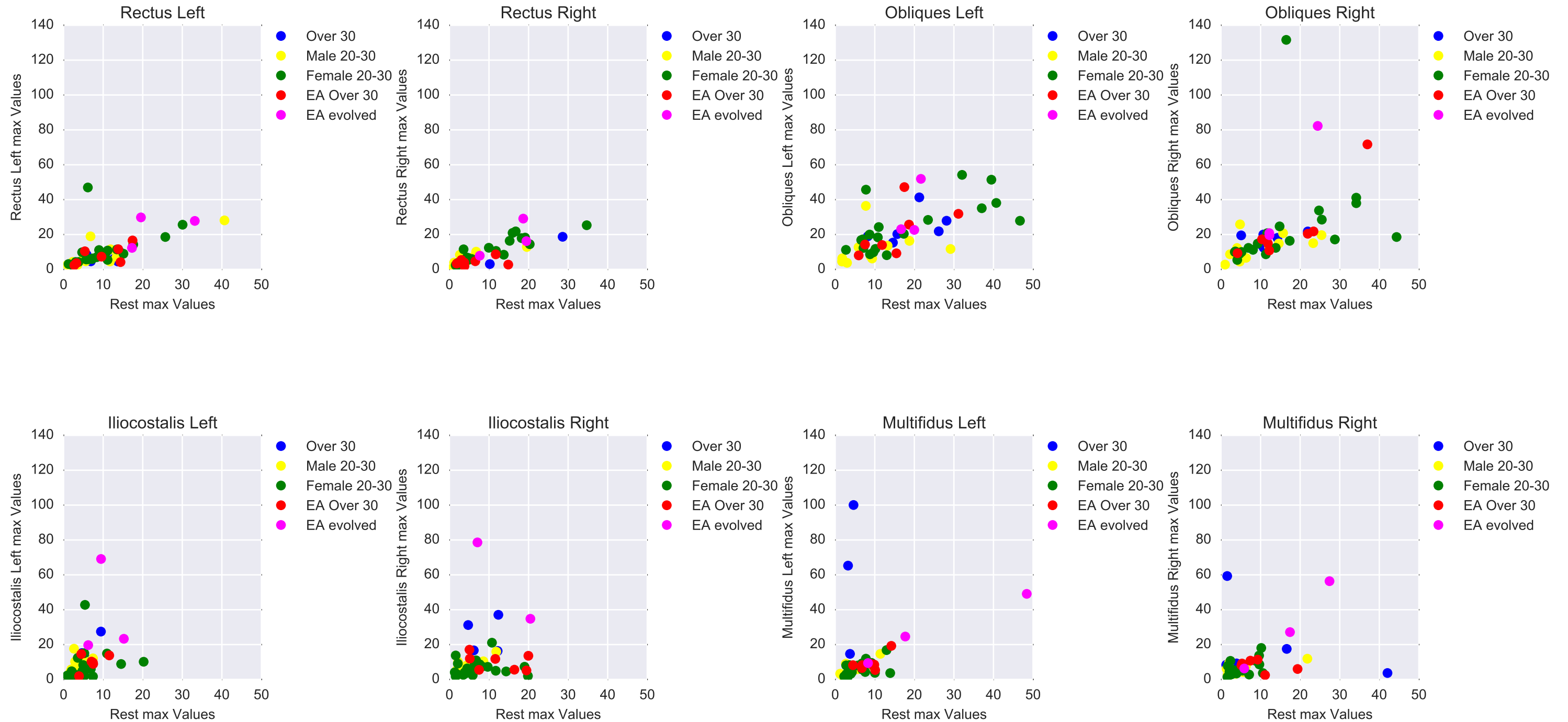
Relax VS Task (Max Value) - OneFootStanding\_R\_EC



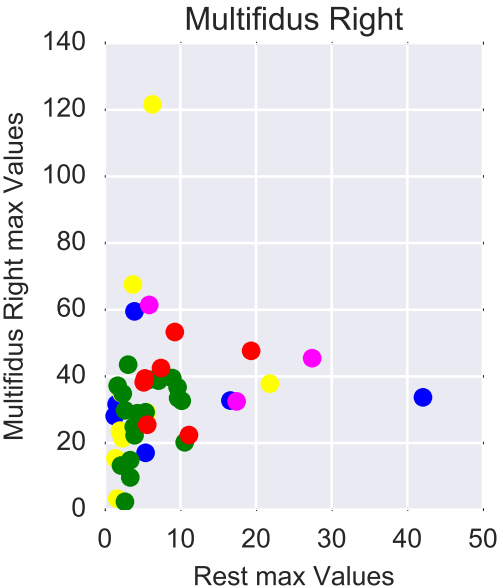
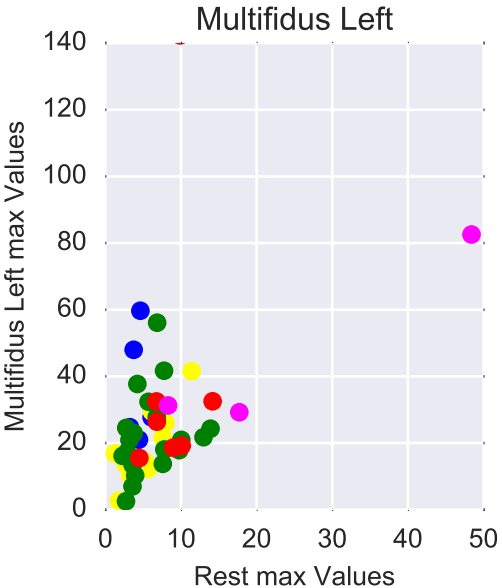
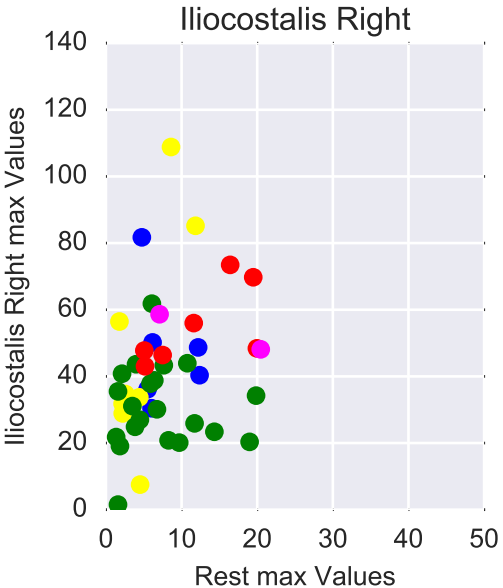
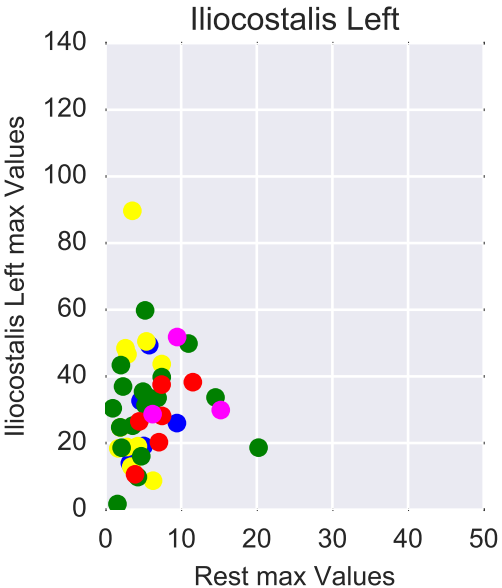
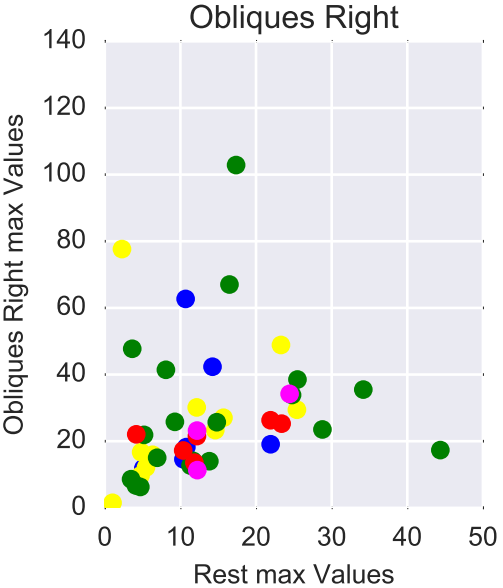
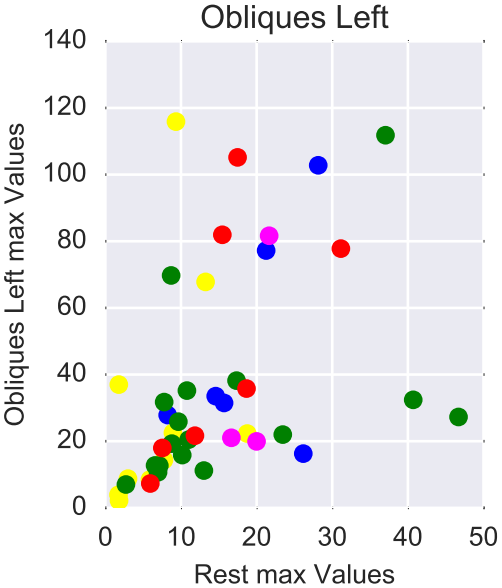
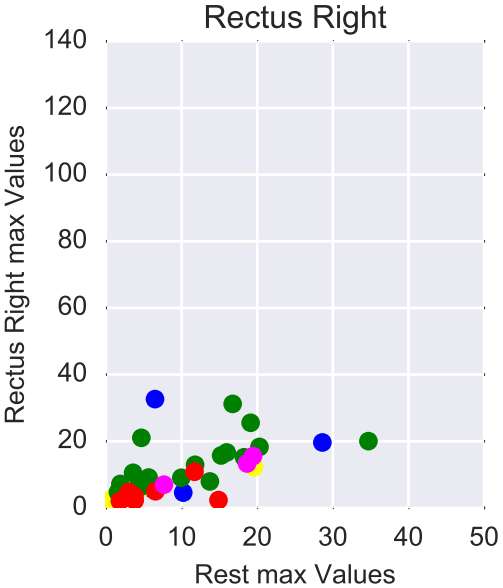
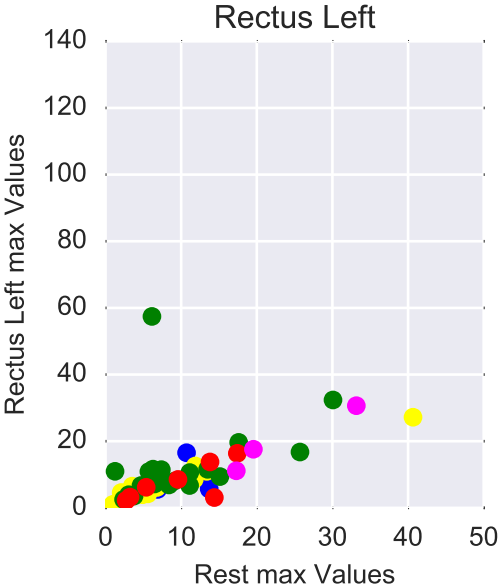
# Relax VS Task (Max Value) - OneFootStanding\_L\_EO



# Relax VS Task (Max Value) - Standing\_EO

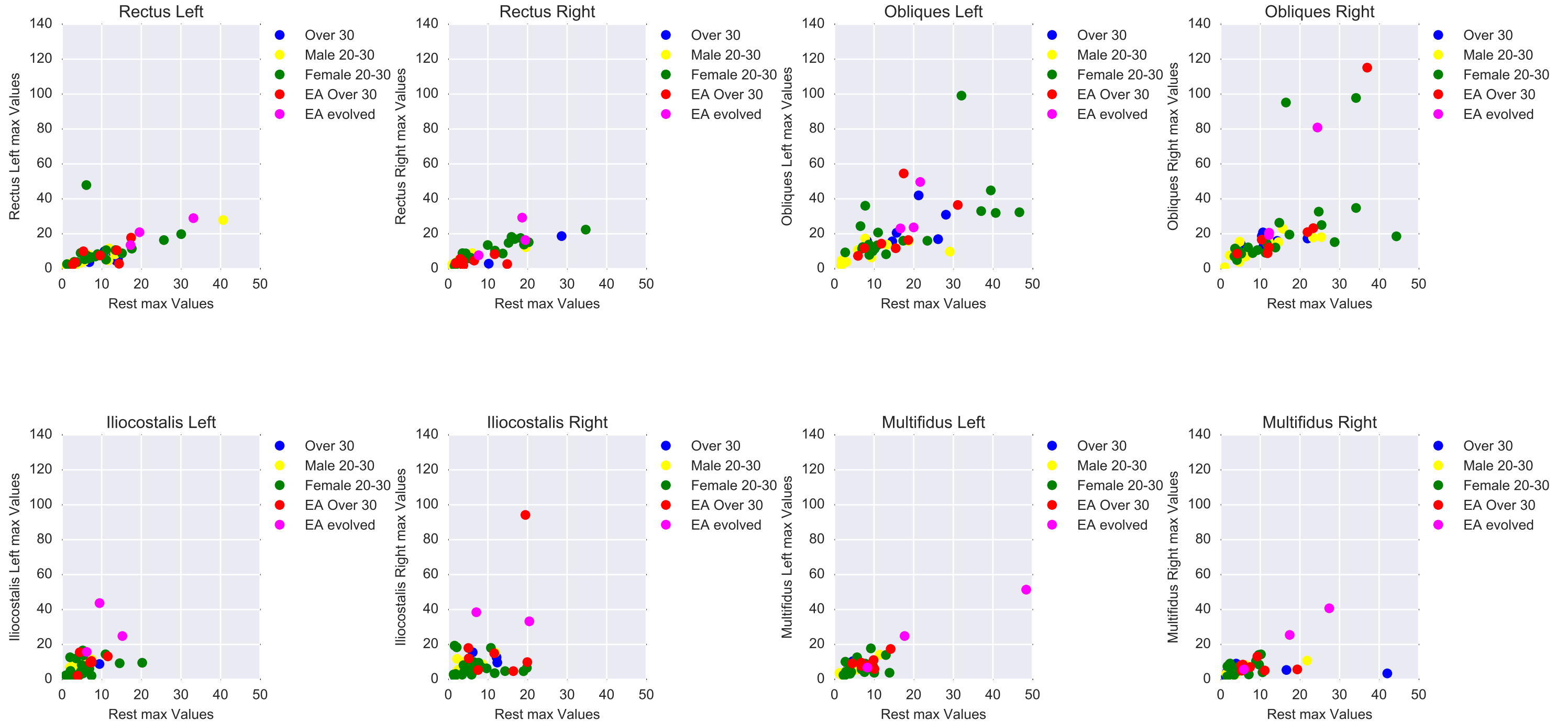


# Relax VS Task (Max Value) - Reach\_R





# Relax VS Task (Max Value) - Standing\_EC





# Relax VS Task (Max Value) - OneFootStanding\_L\_EC

