

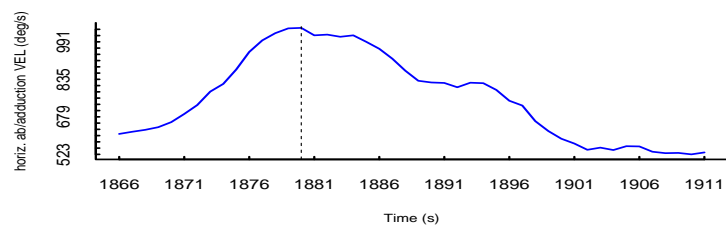
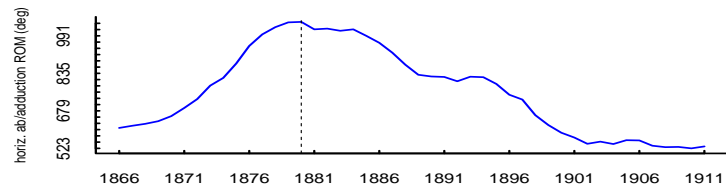
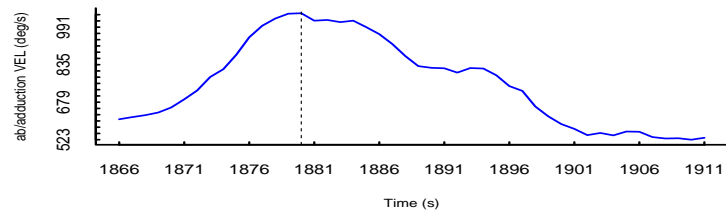
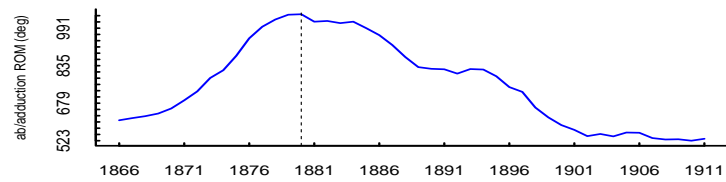
## Level II Biomechanics Report

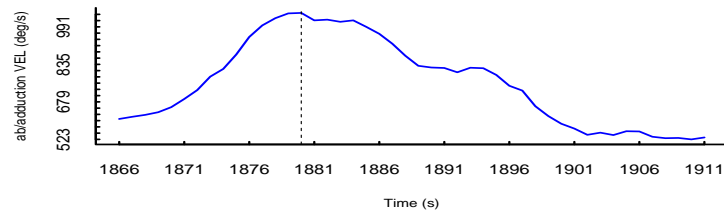
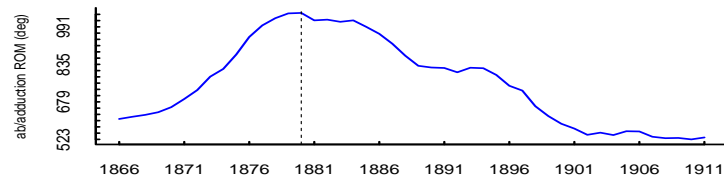
John Doe

January 15, 2016

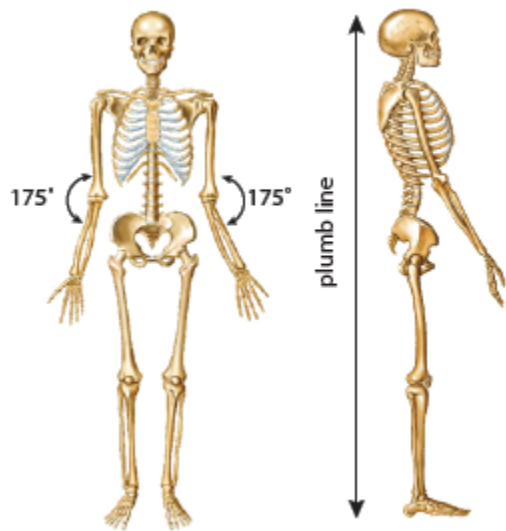
### 1. Upper Extremity

#### a. Shoulder Rom

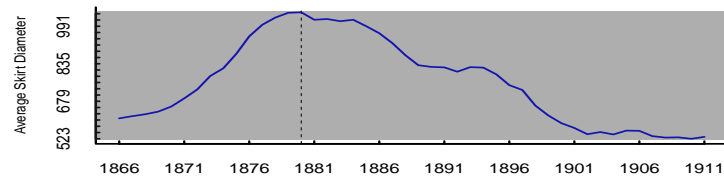
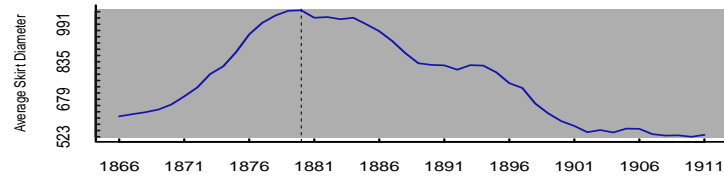




b. Neutral Posture Kinematics



c. Pushup Dynamics



d. Overhand Throw, one hand

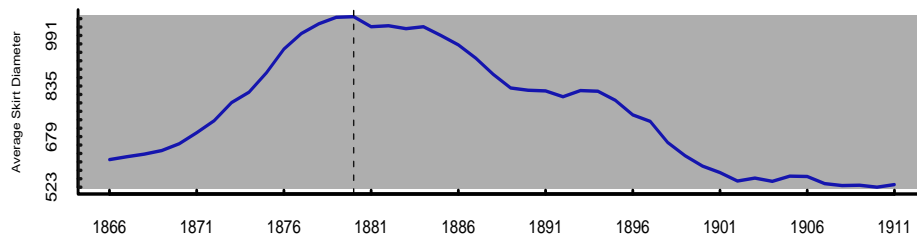
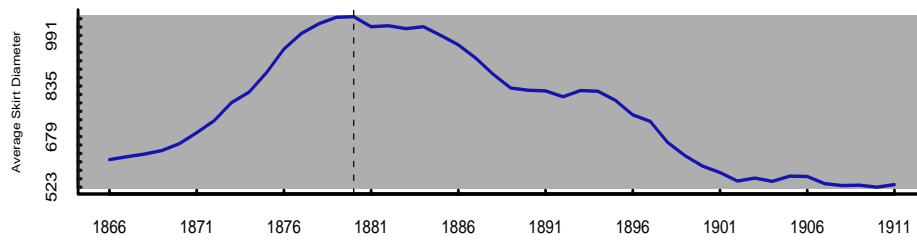
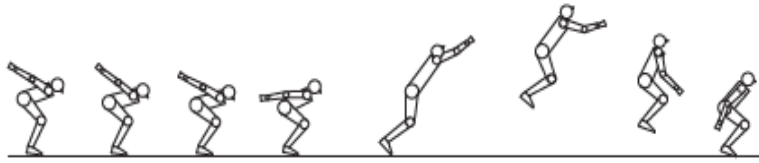
e. Overhand Throw, two hand

## II. Lower Extremity

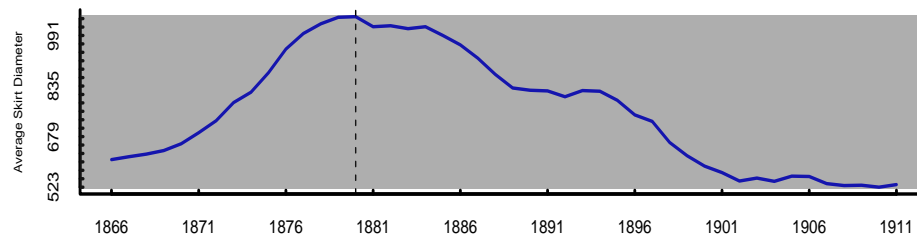
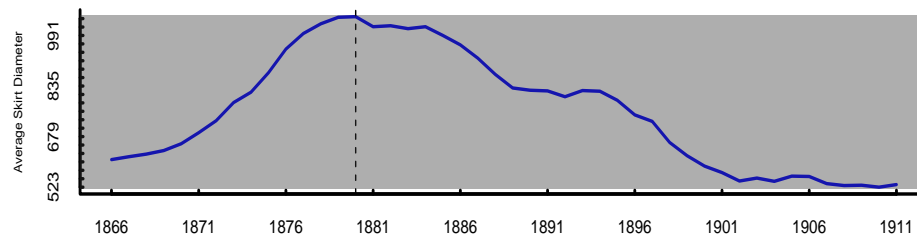
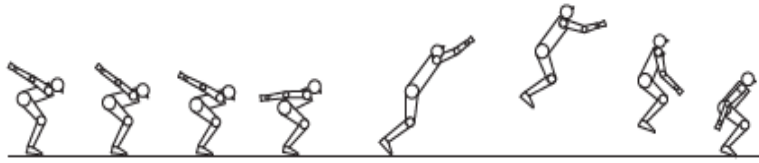
### a. Drop land



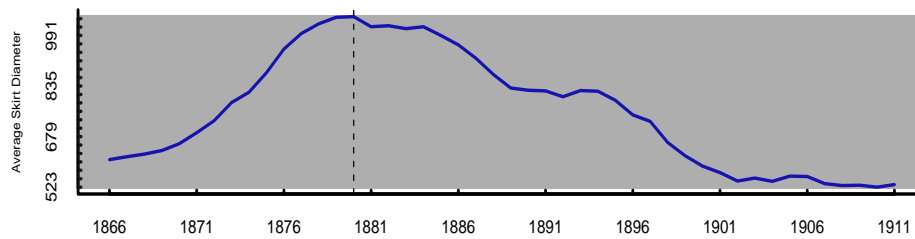
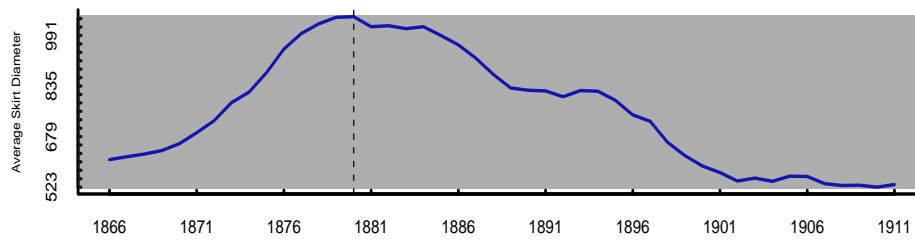
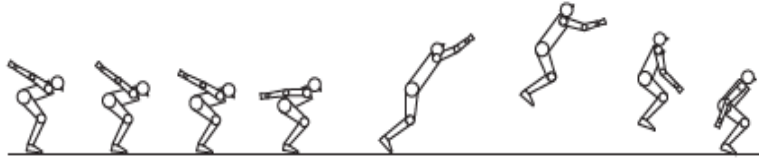
b. Drop Vertical Jump



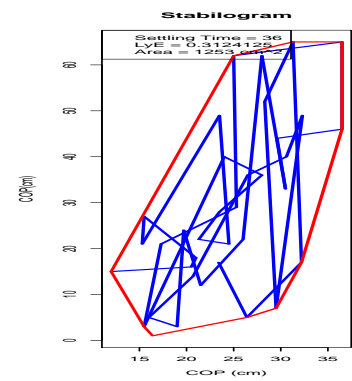
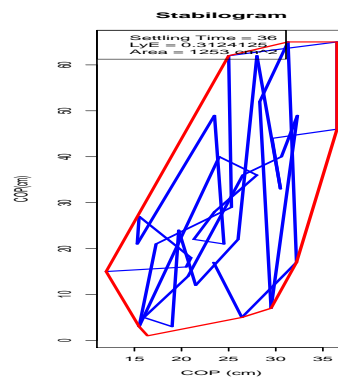
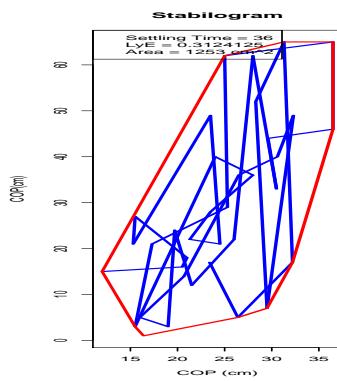
### C. Standing Vertical Jump



#### d. Approach Vertical Jump

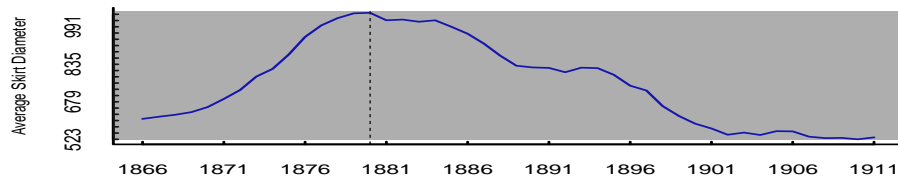
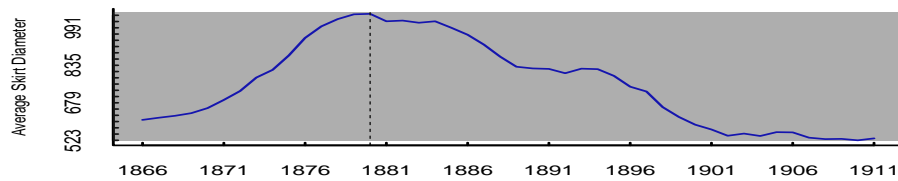
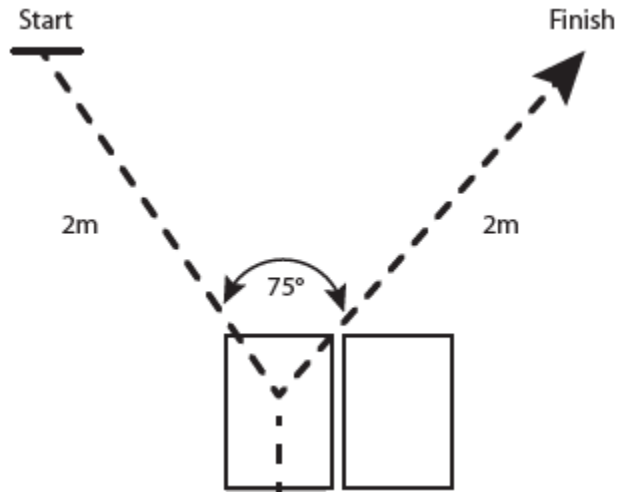


#### e. Single Limb Balance



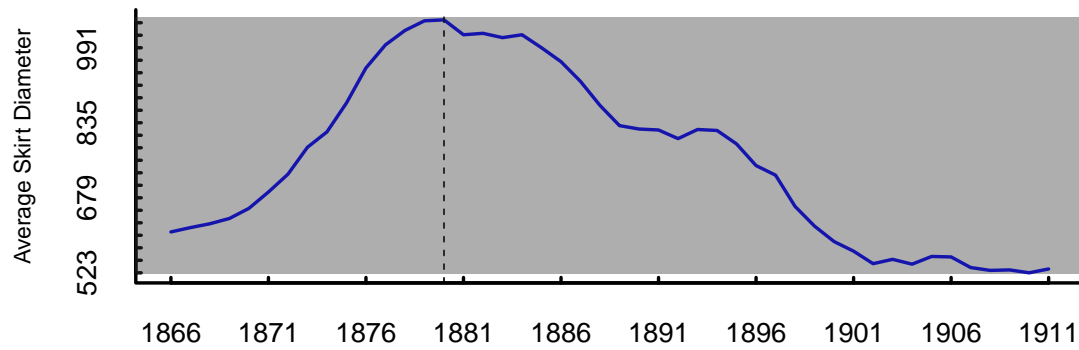
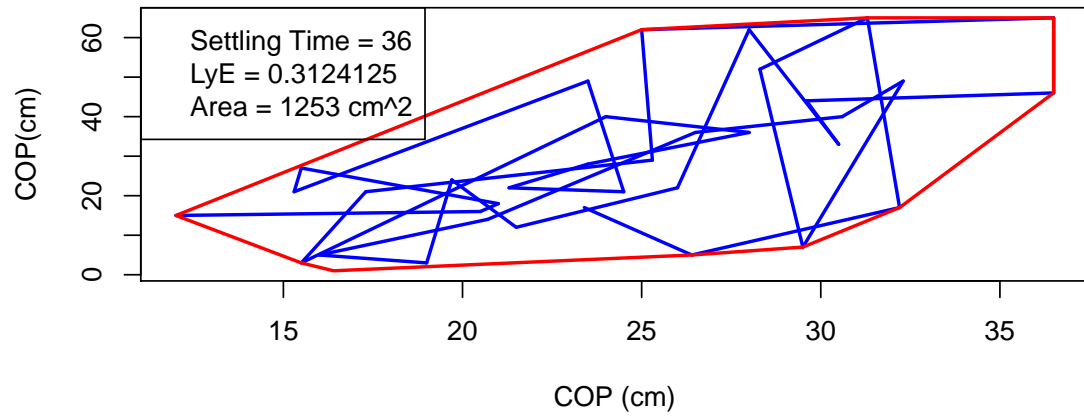


g. Cutting Mechanics

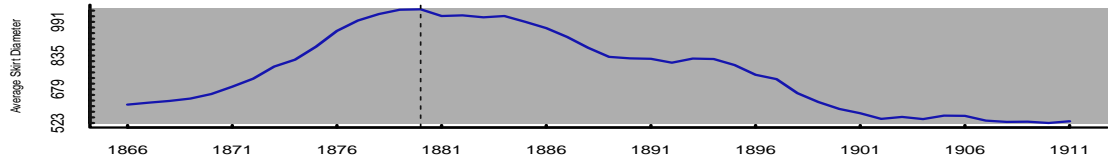
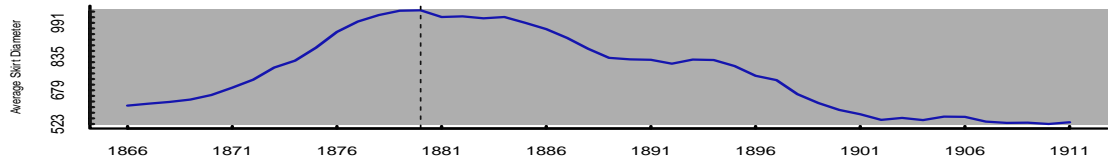
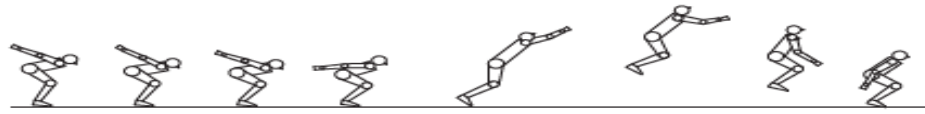


#### h. Single Limb Hop and Balance

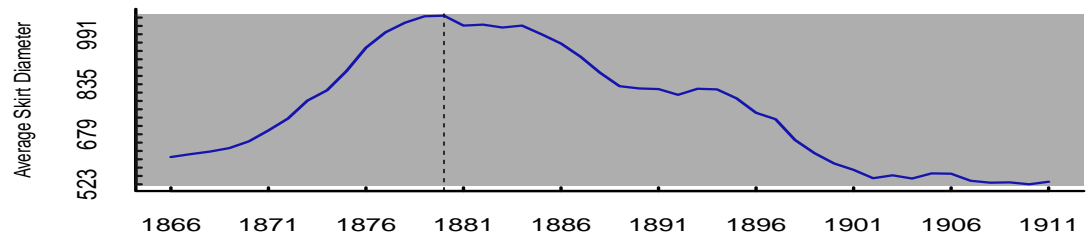
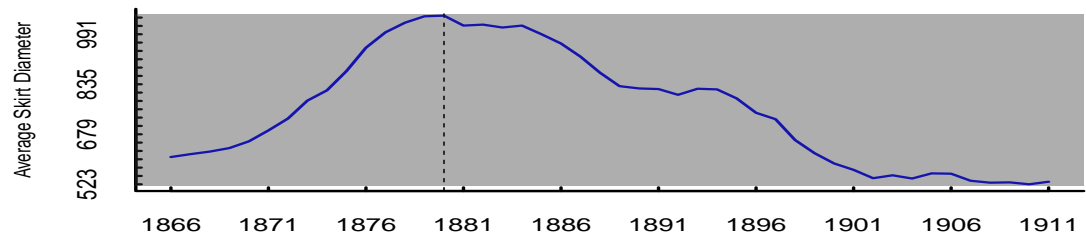
##### Stabilogram



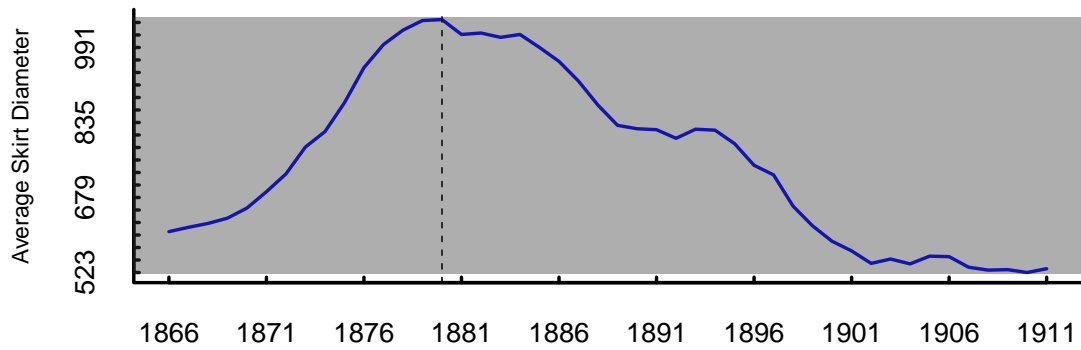
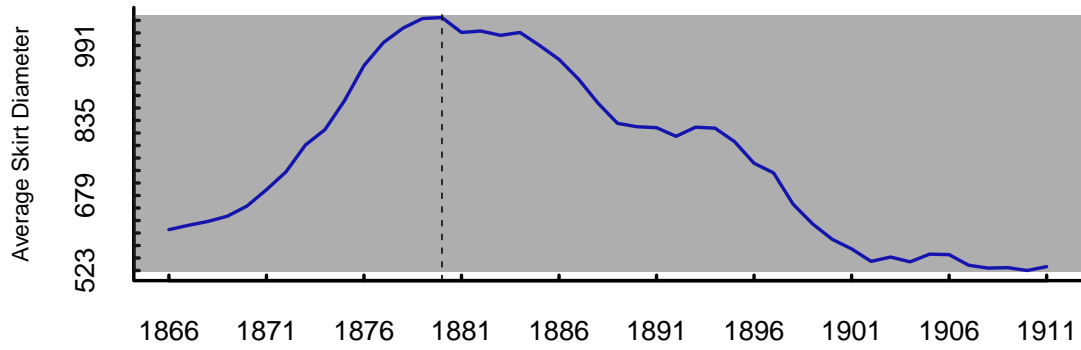
#### i. Broad Jump



## J. Reaction Time



III. Core  
a. Endurance



b.Explosive Power

