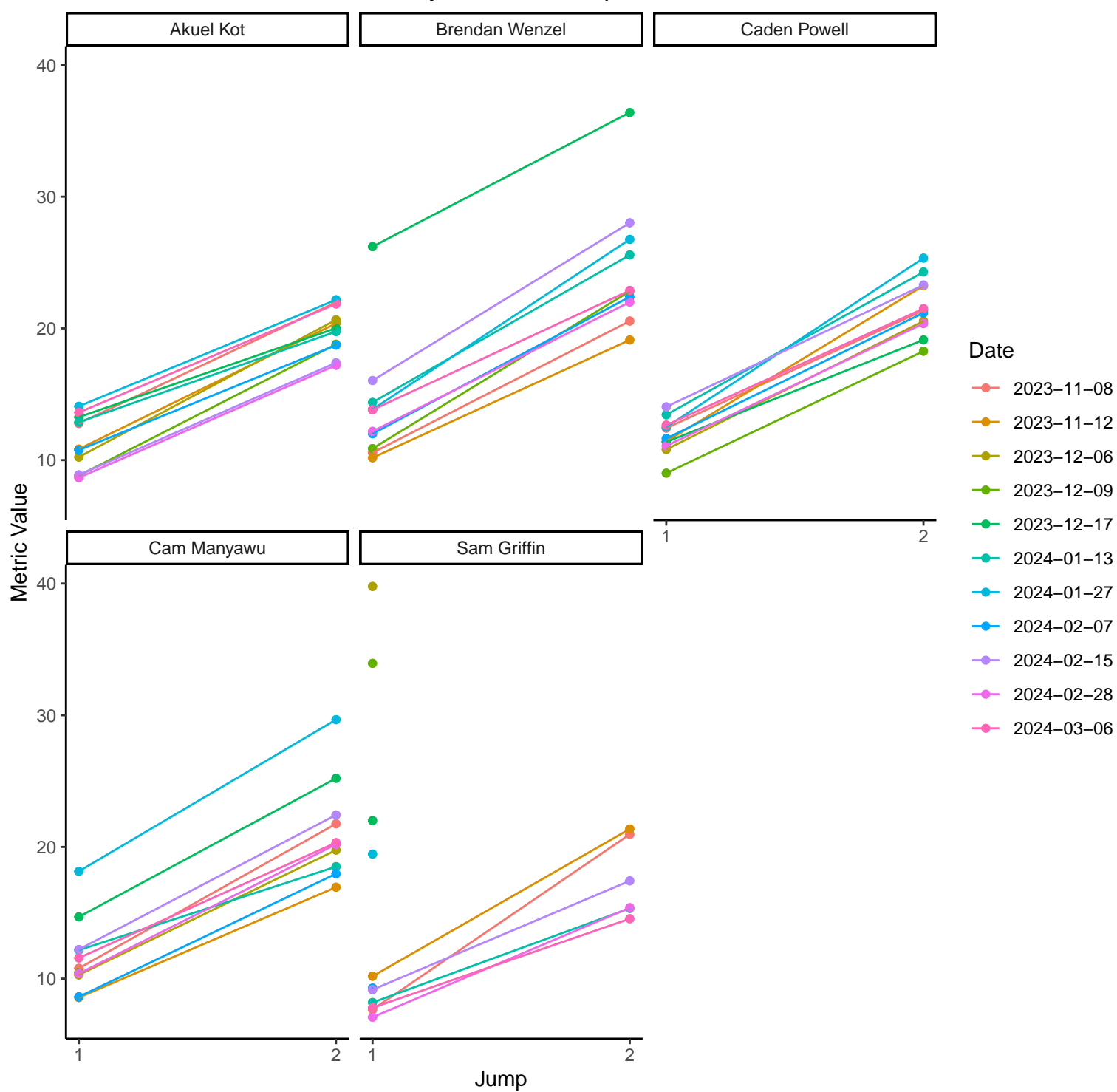
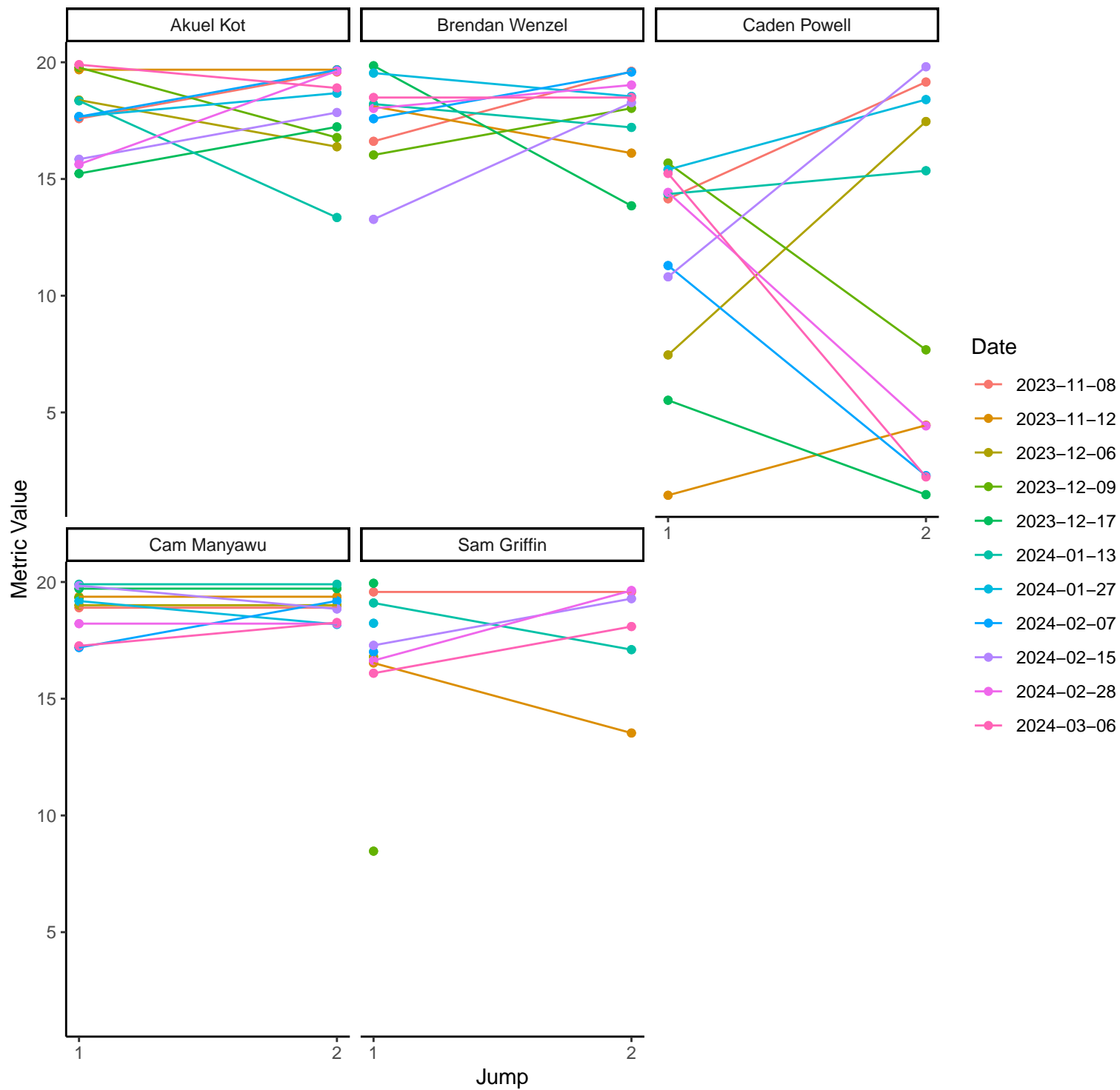


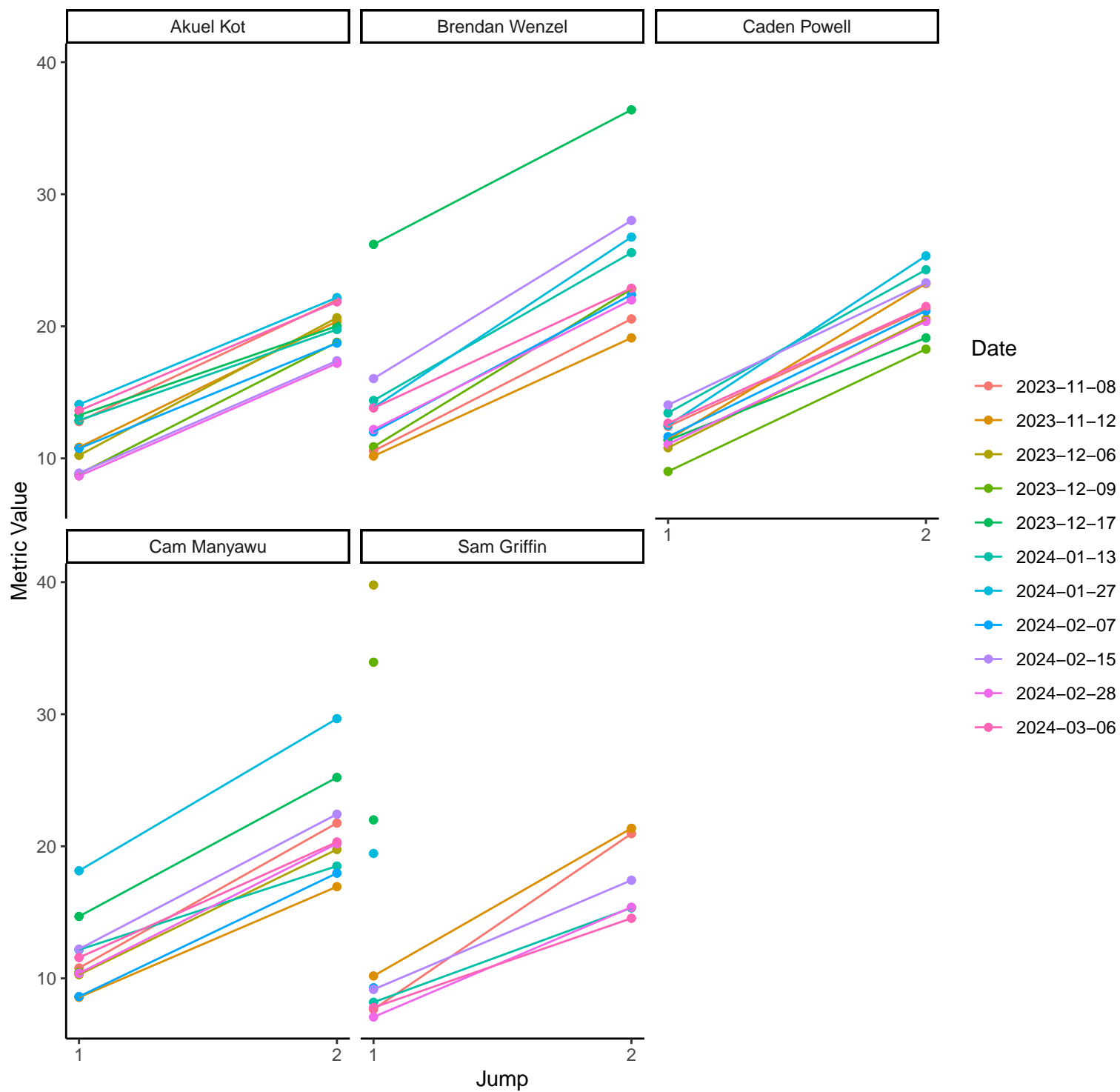
Start of Movement For Each Player Across Jumps



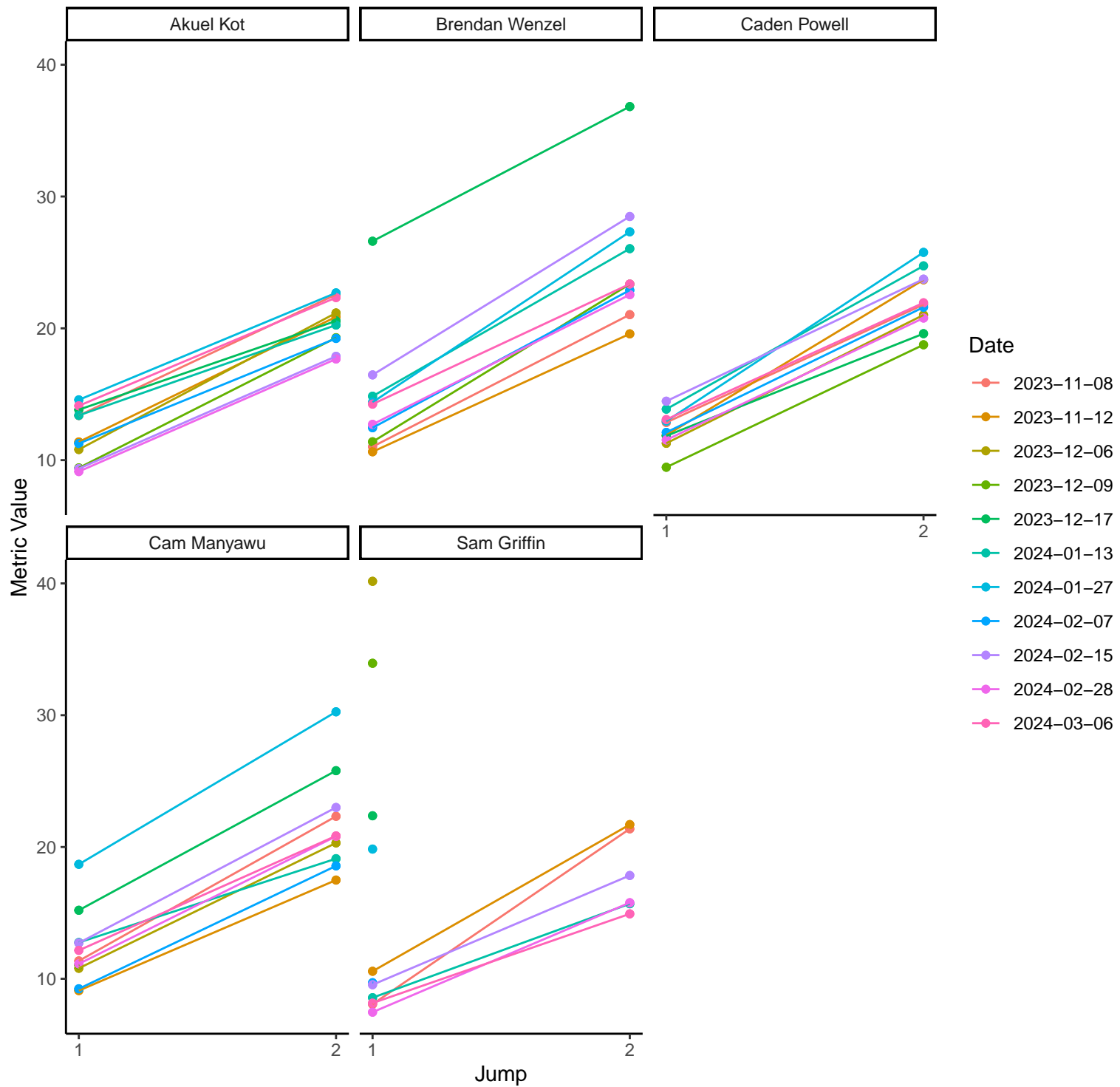
Start of Movement Detection Threshold For Each Player Across Jumps



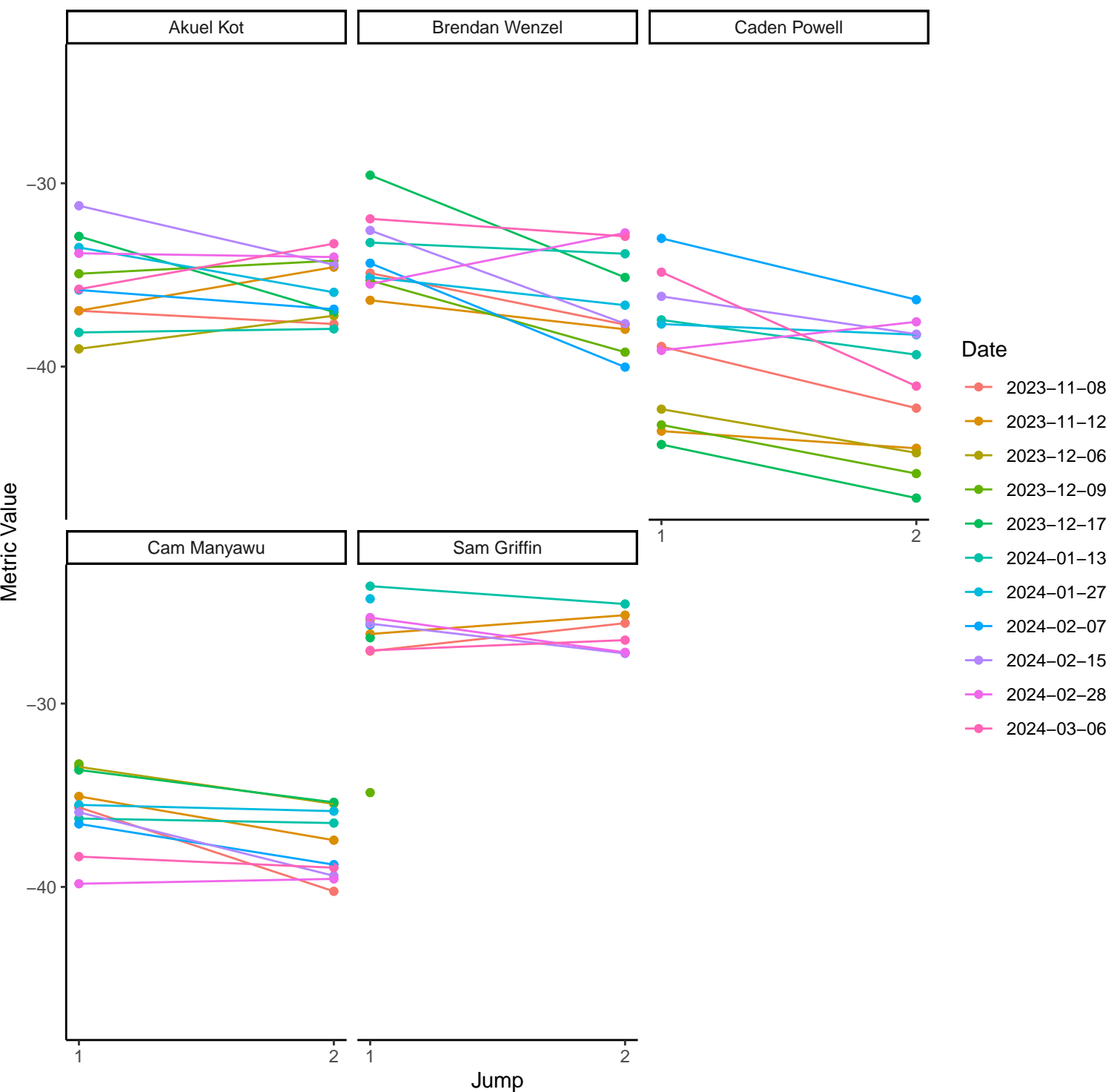
Start of Integration For Each Player Across Jumps



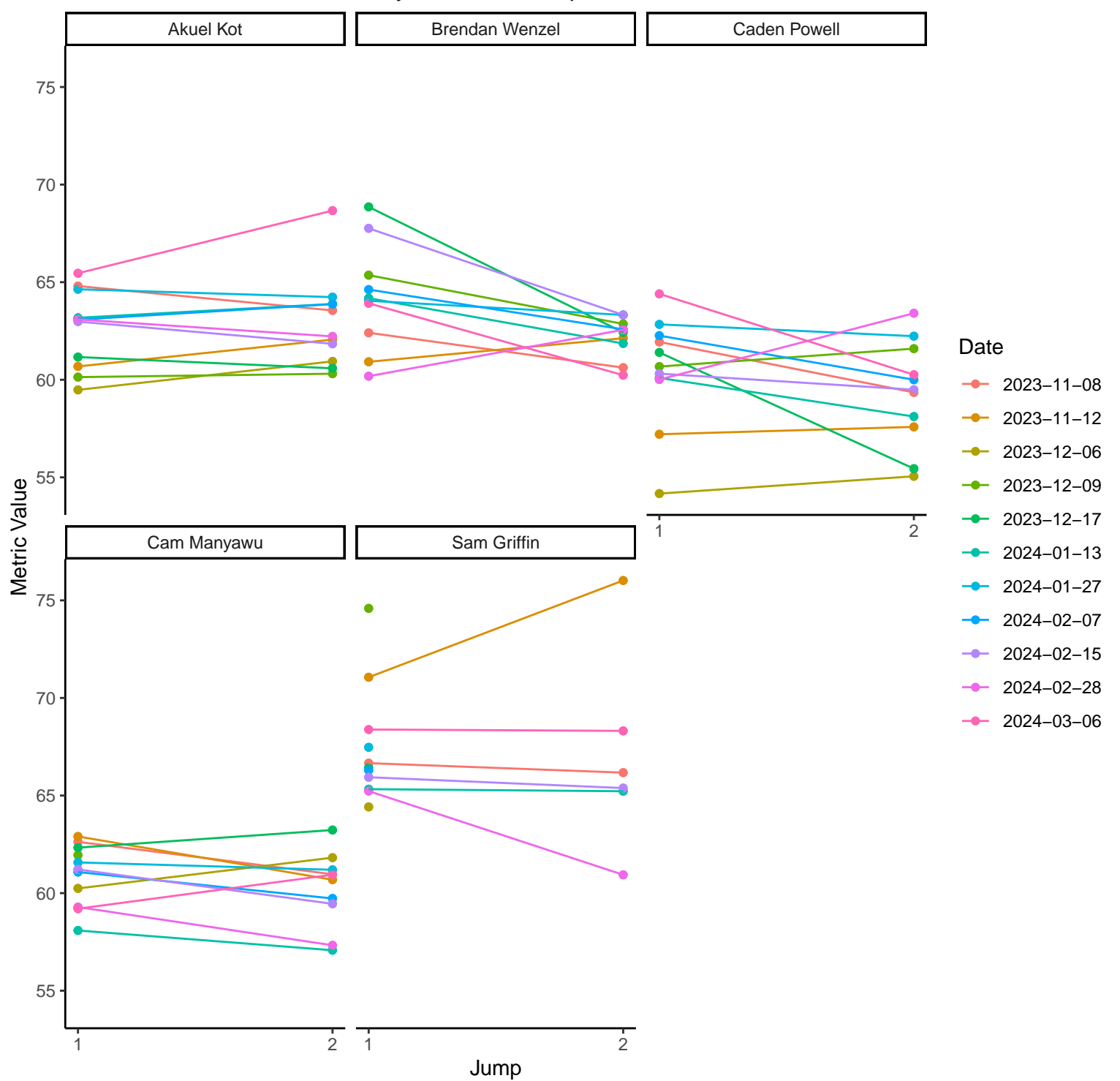
Start of Concentric Phase For Each Player Across Jumps



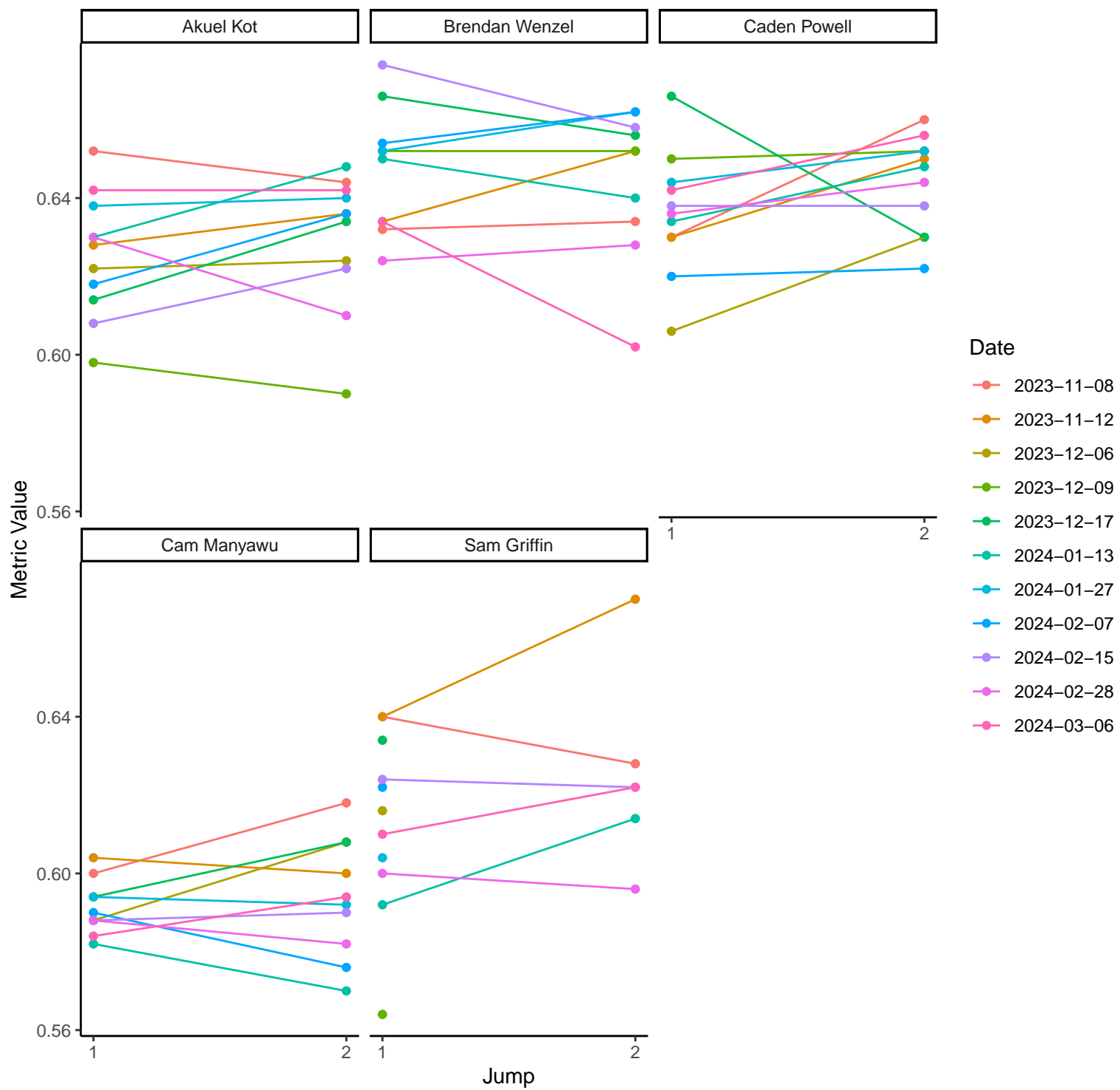
Countermovement Depth For Each Player Across Jumps



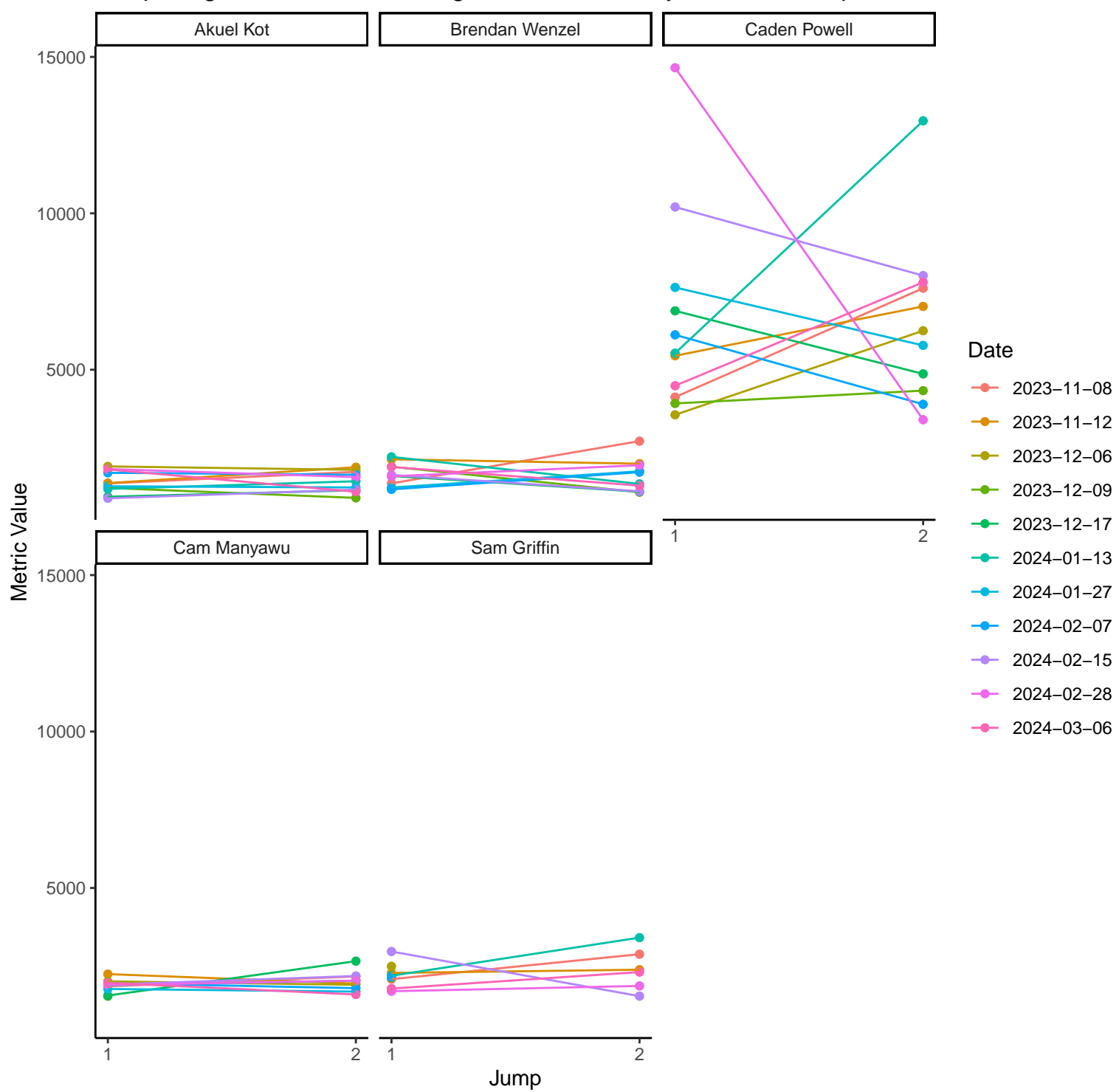
Peak Power Bm For Each Player Across Jumps



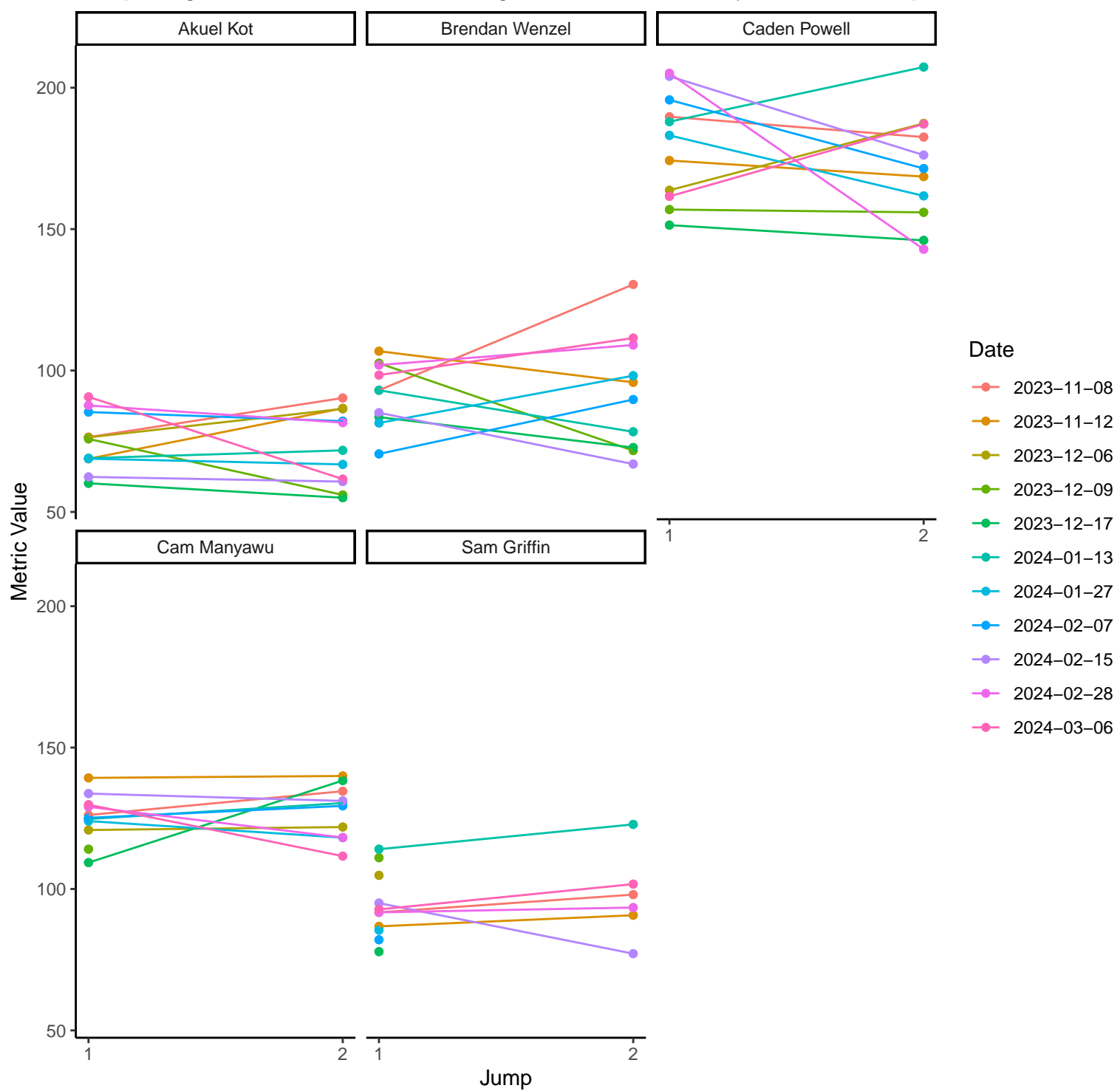
Flight Time For Each Player Across Jumps



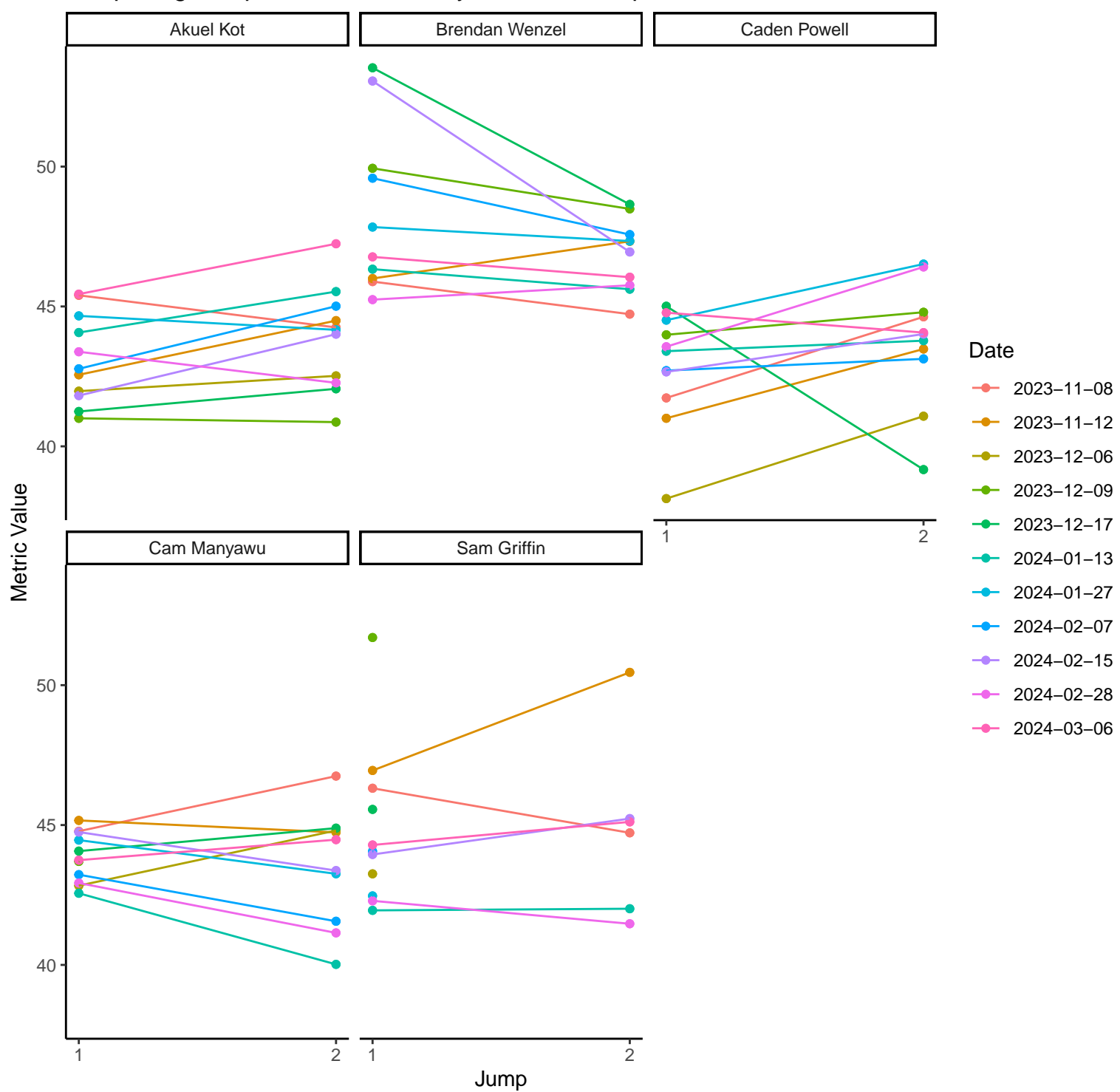
Jump Height Ft Relative Landing Rfd For Each Player Across Jumps



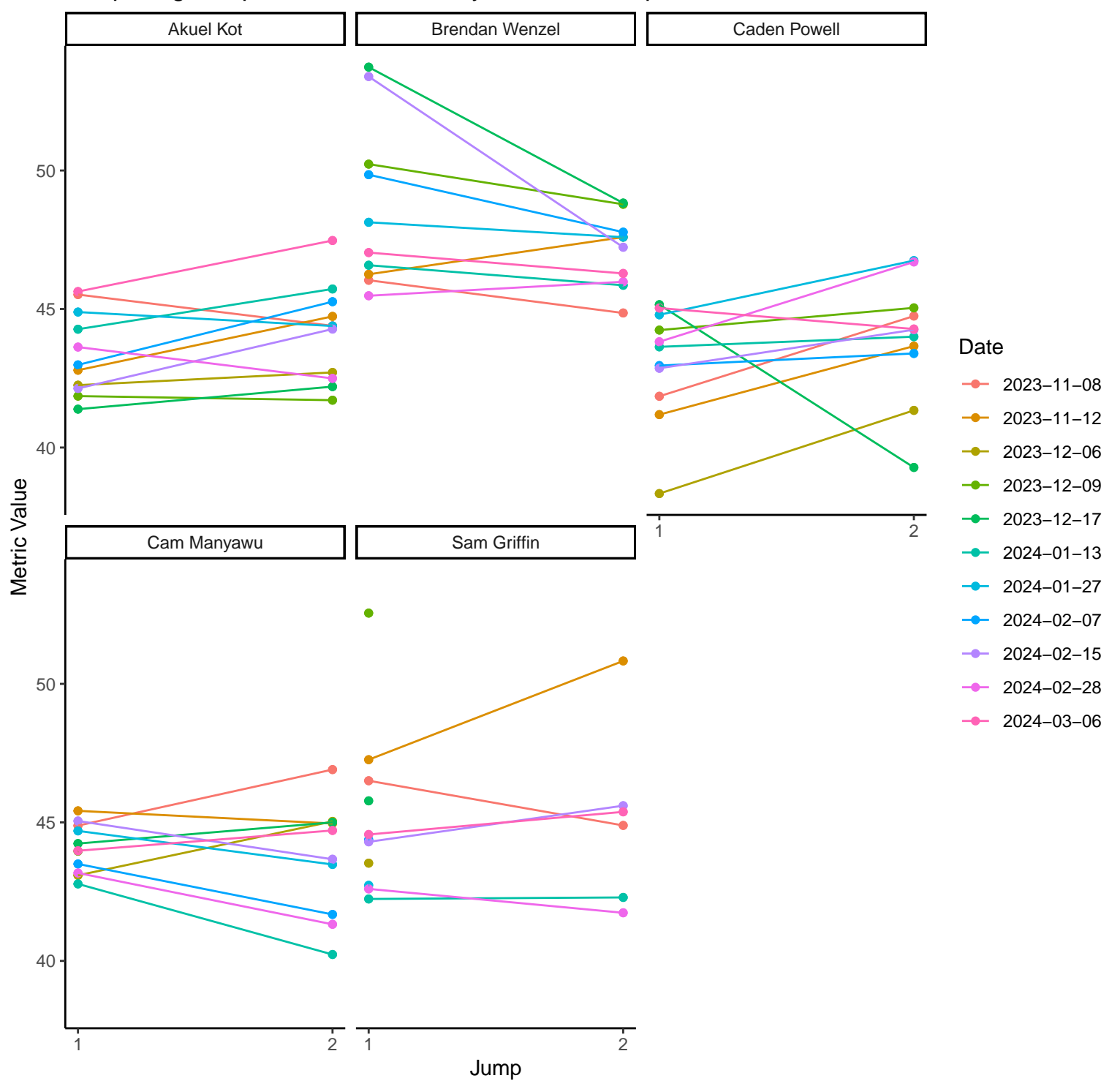
Jump Height Ft Relative Peak Landing Force For Each Player Across Jumps



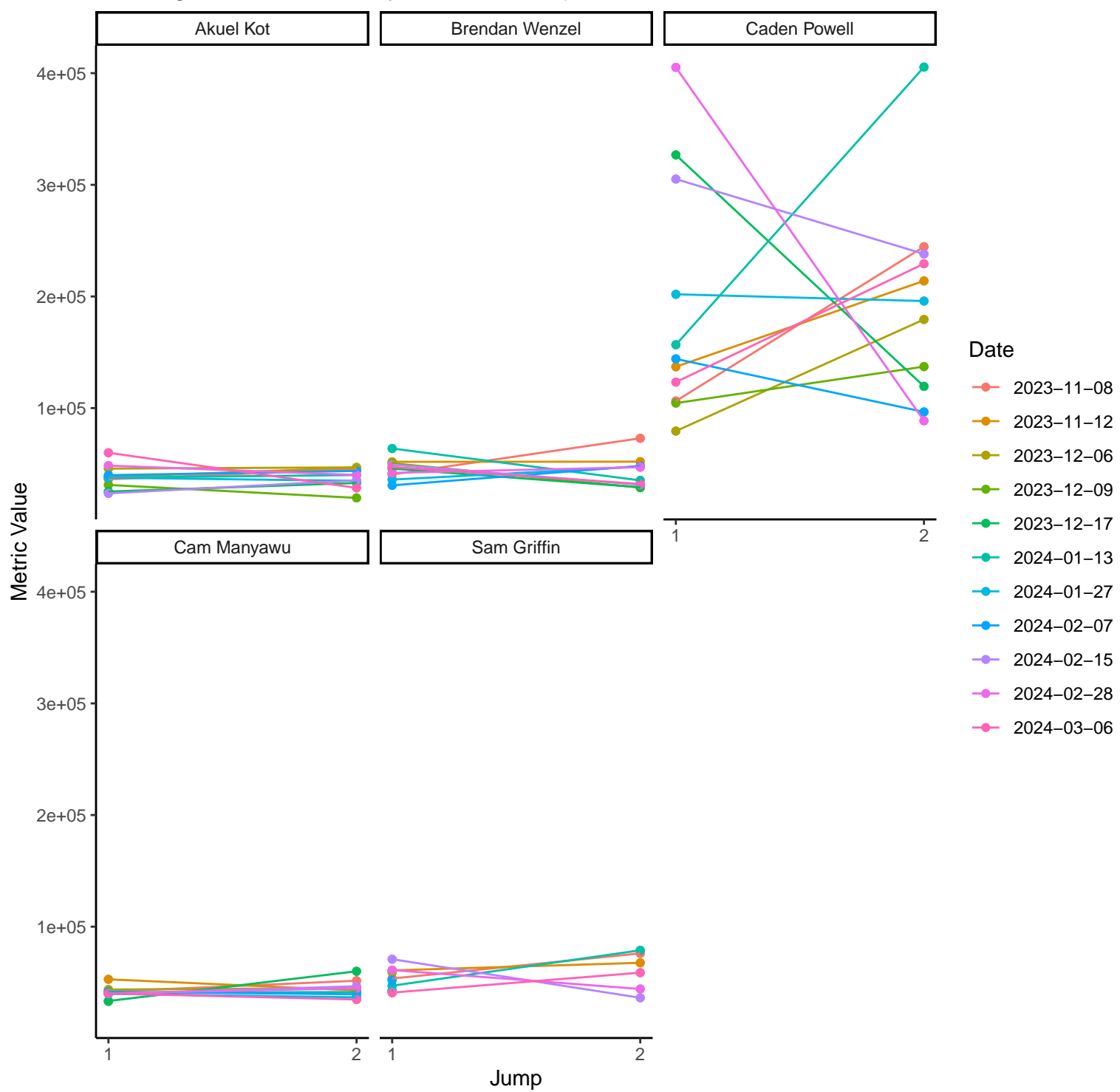
Jump Height Imp Dis For Each Player Across Jumps



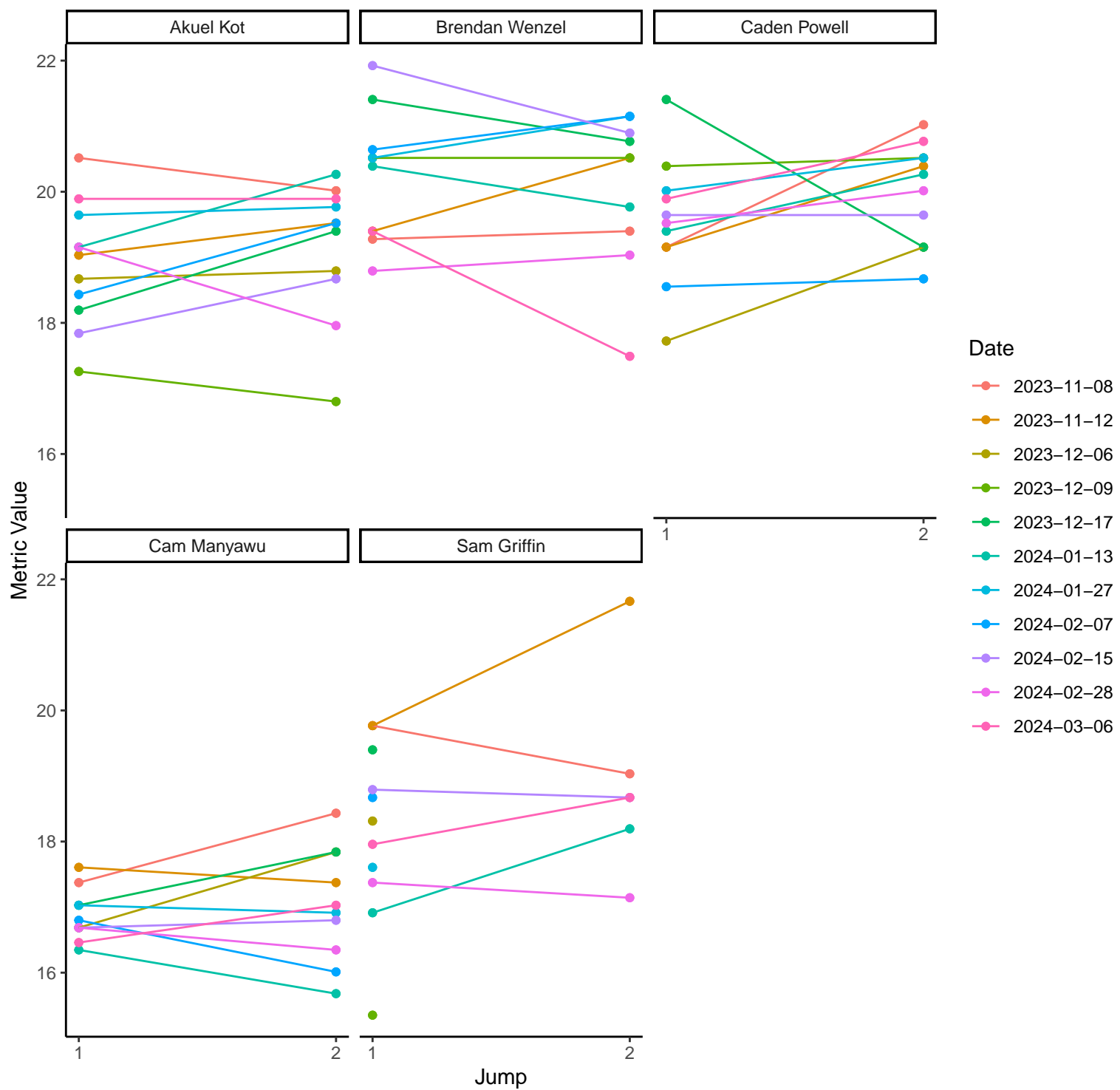
Jump Height Imp Mom For Each Player Across Jumps



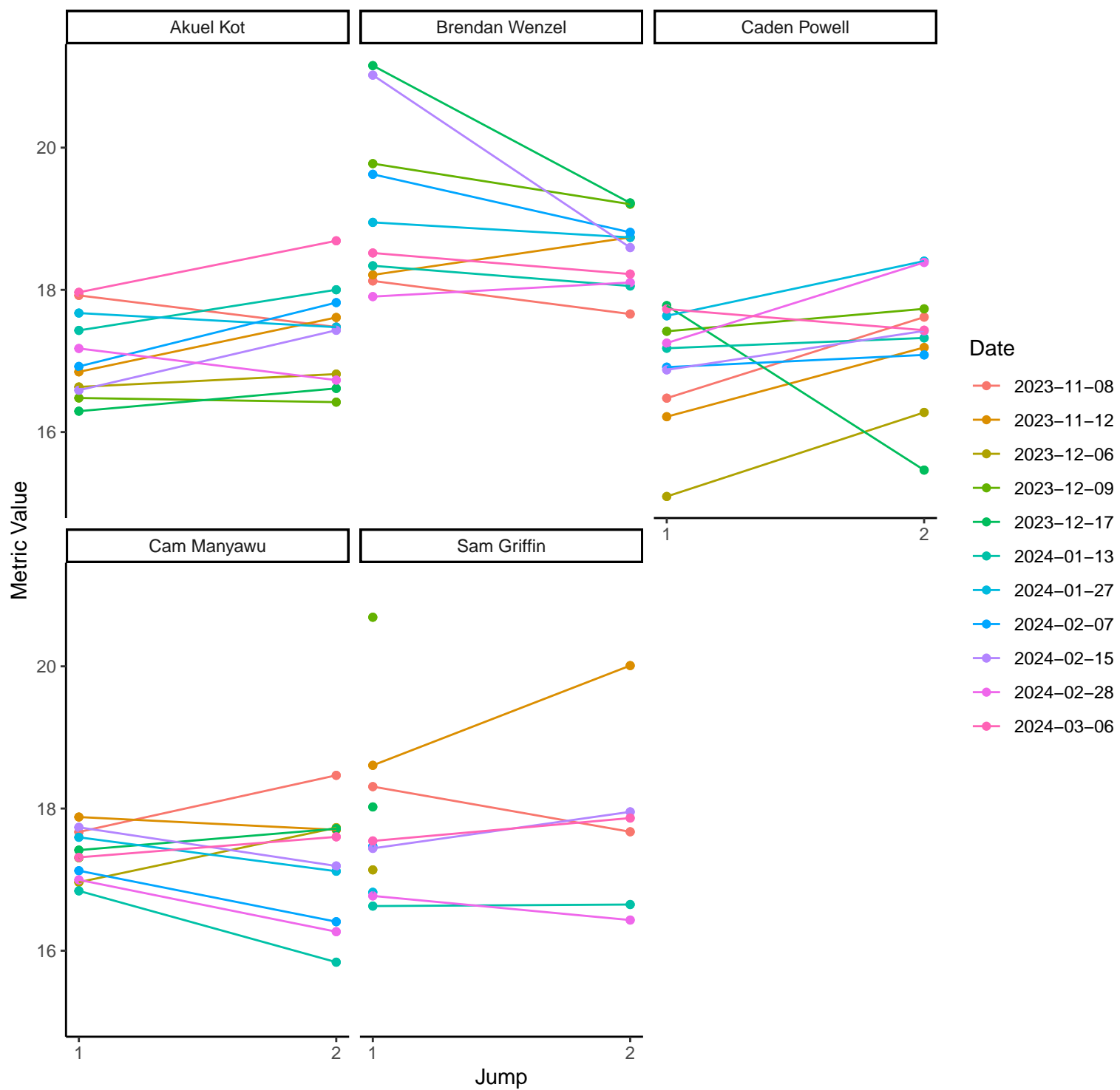
Landing Rfd For Each Player Across Jumps



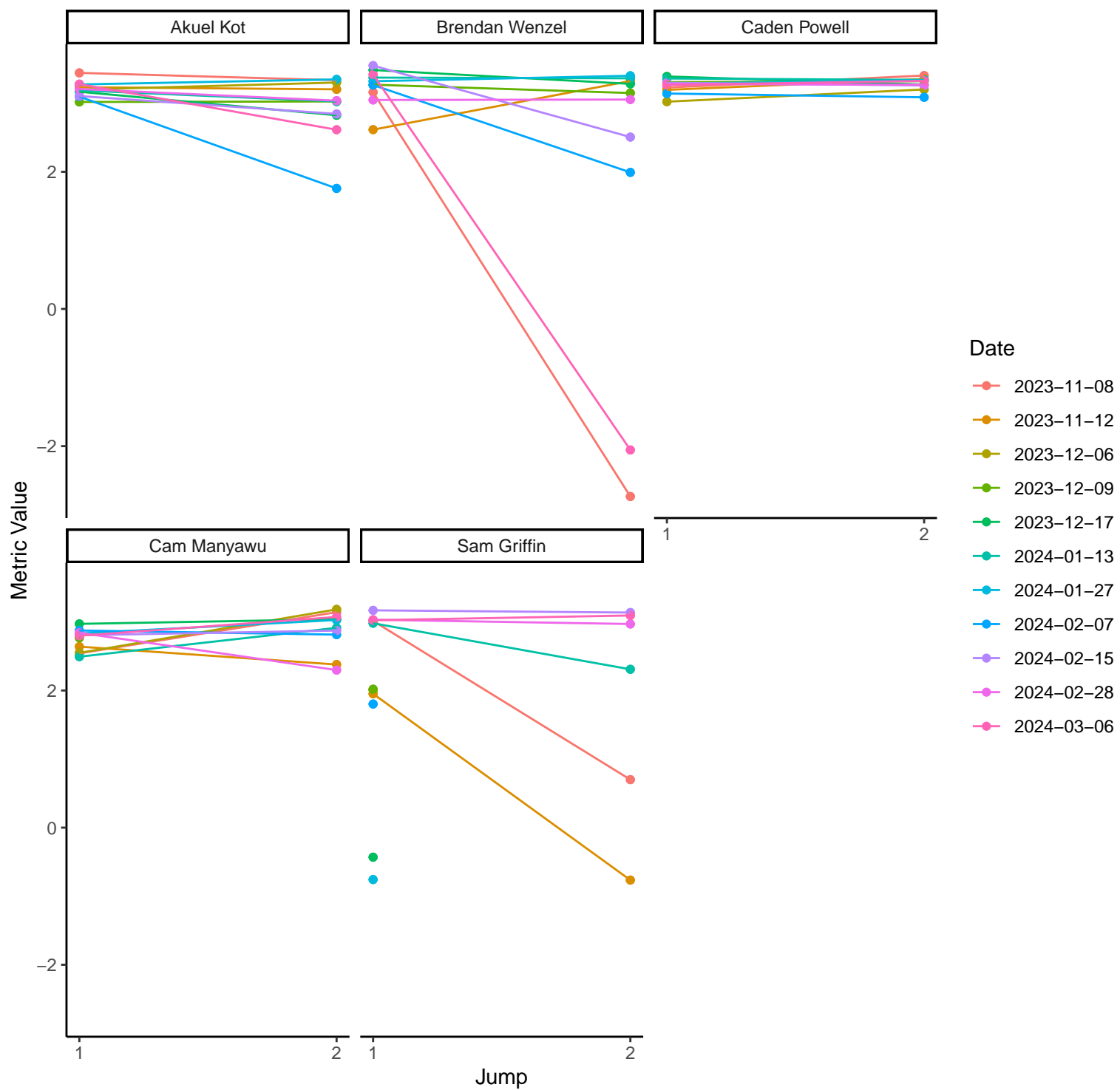
Jump Height Flight Time in Inches For Each Player Across Jumps



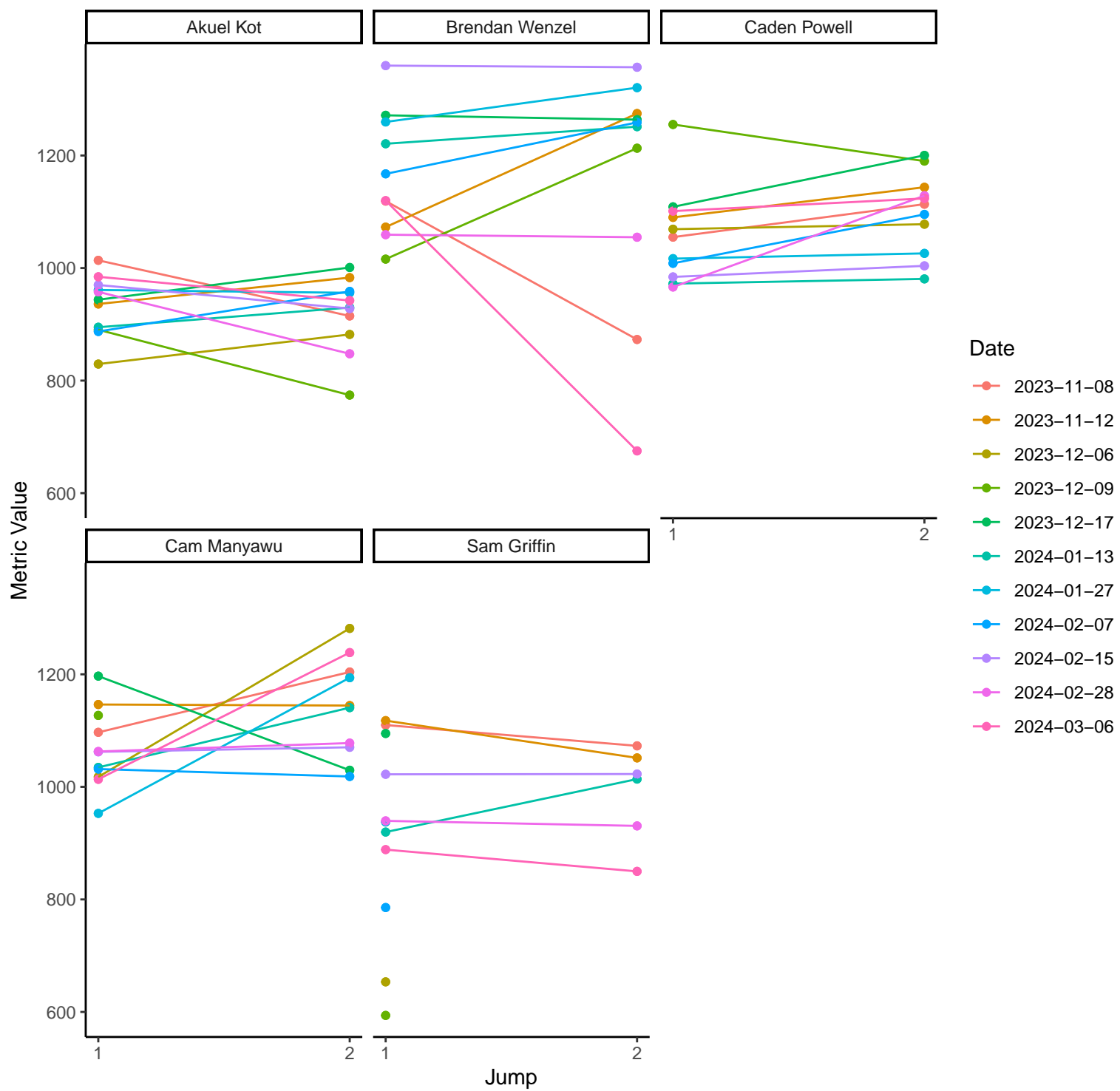
Jump Height Imp Mom in Inches For Each Player Across Jumps



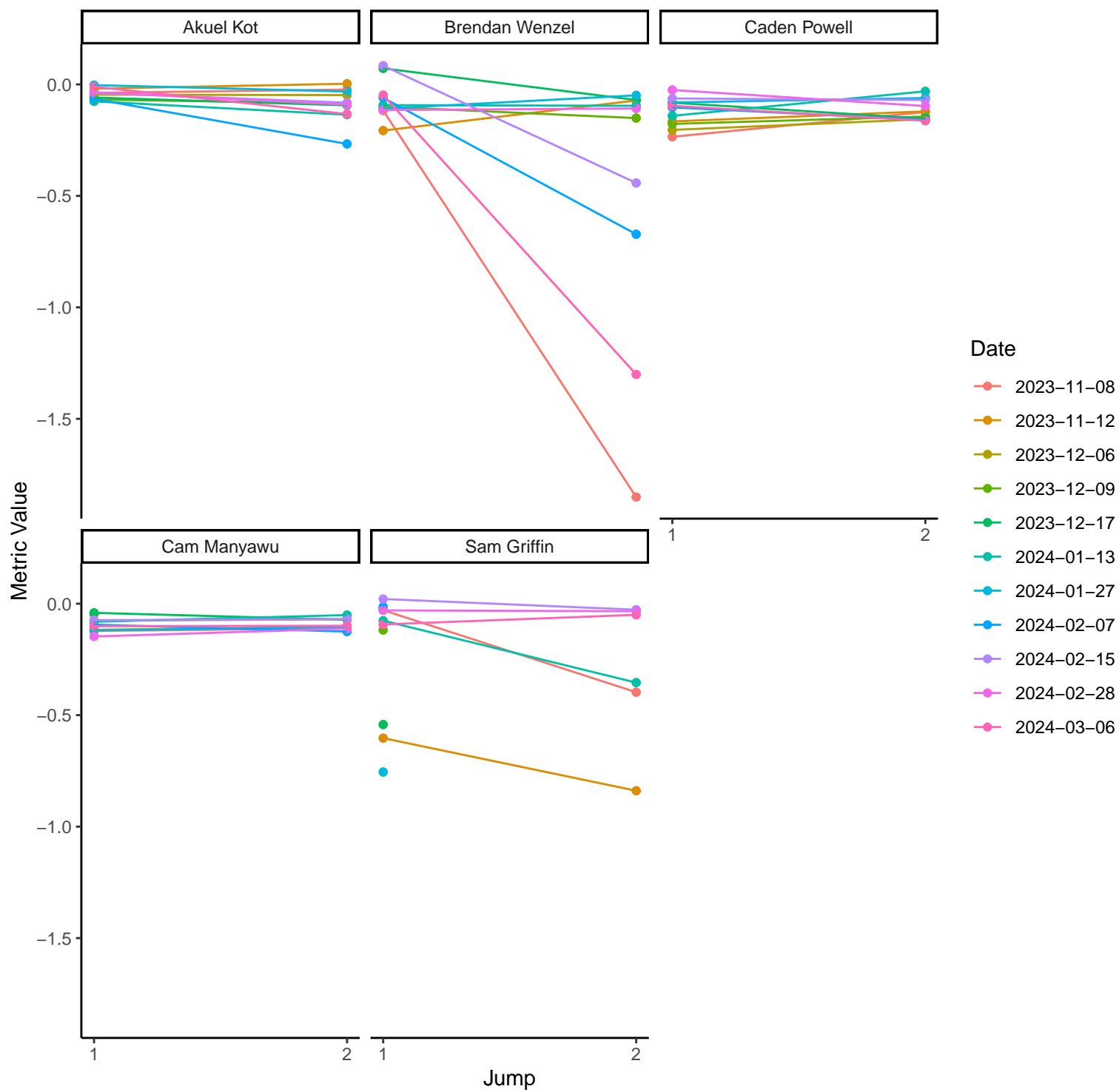
Mean Landing Acceleration For Each Player Across Jumps



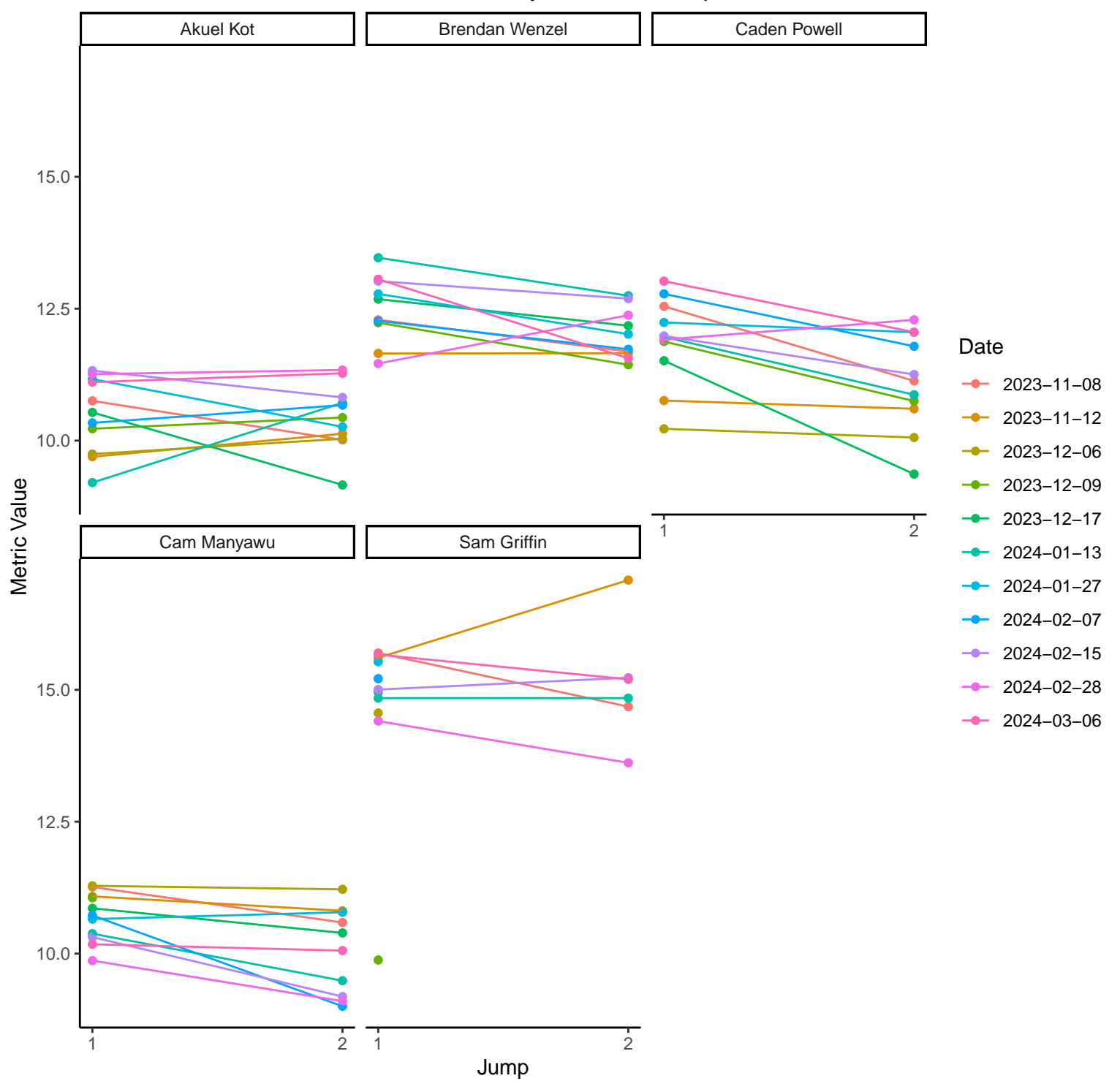
Mean Landing Power For Each Player Across Jumps



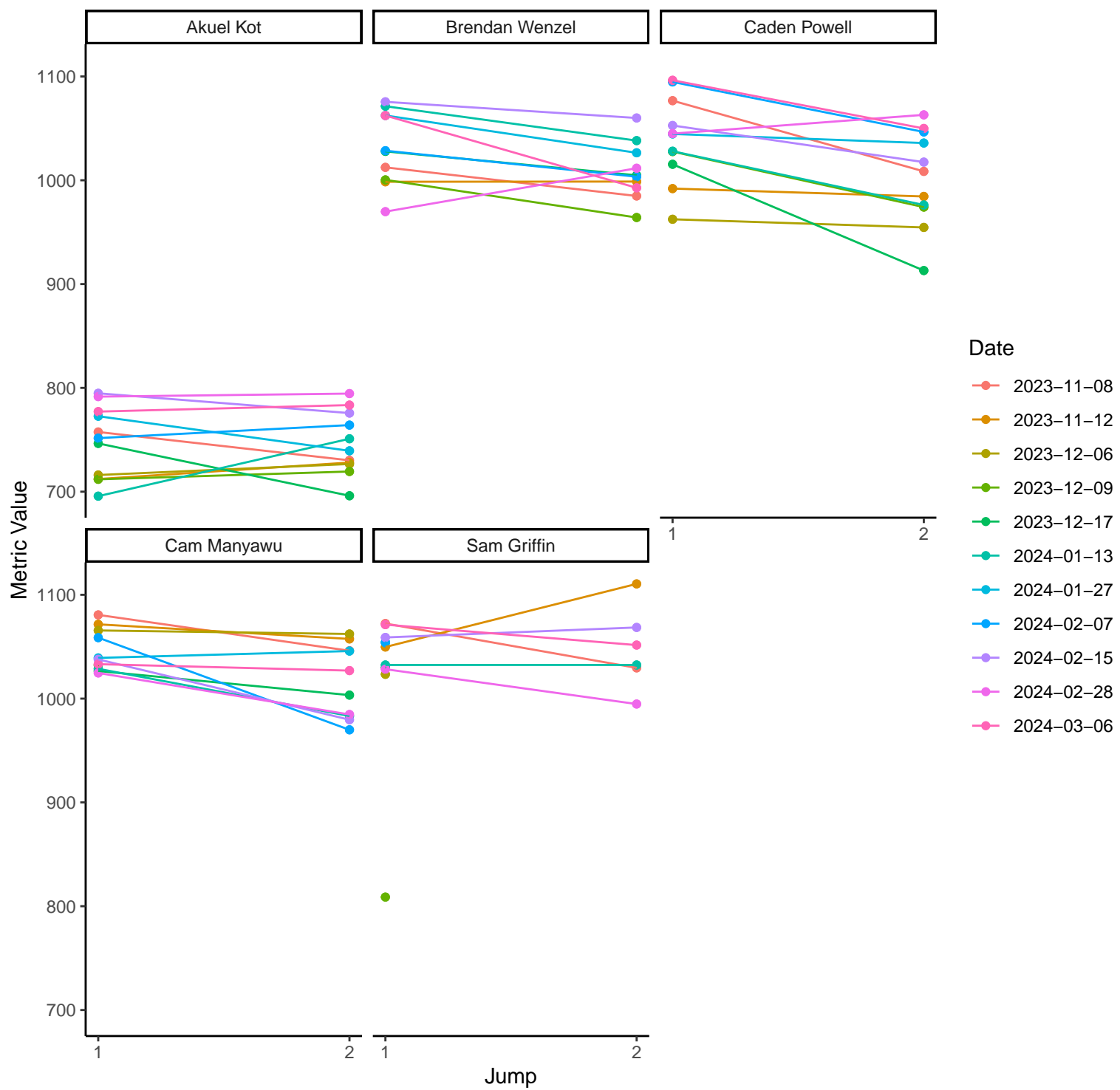
Mean Landing Velocity For Each Player Across Jumps



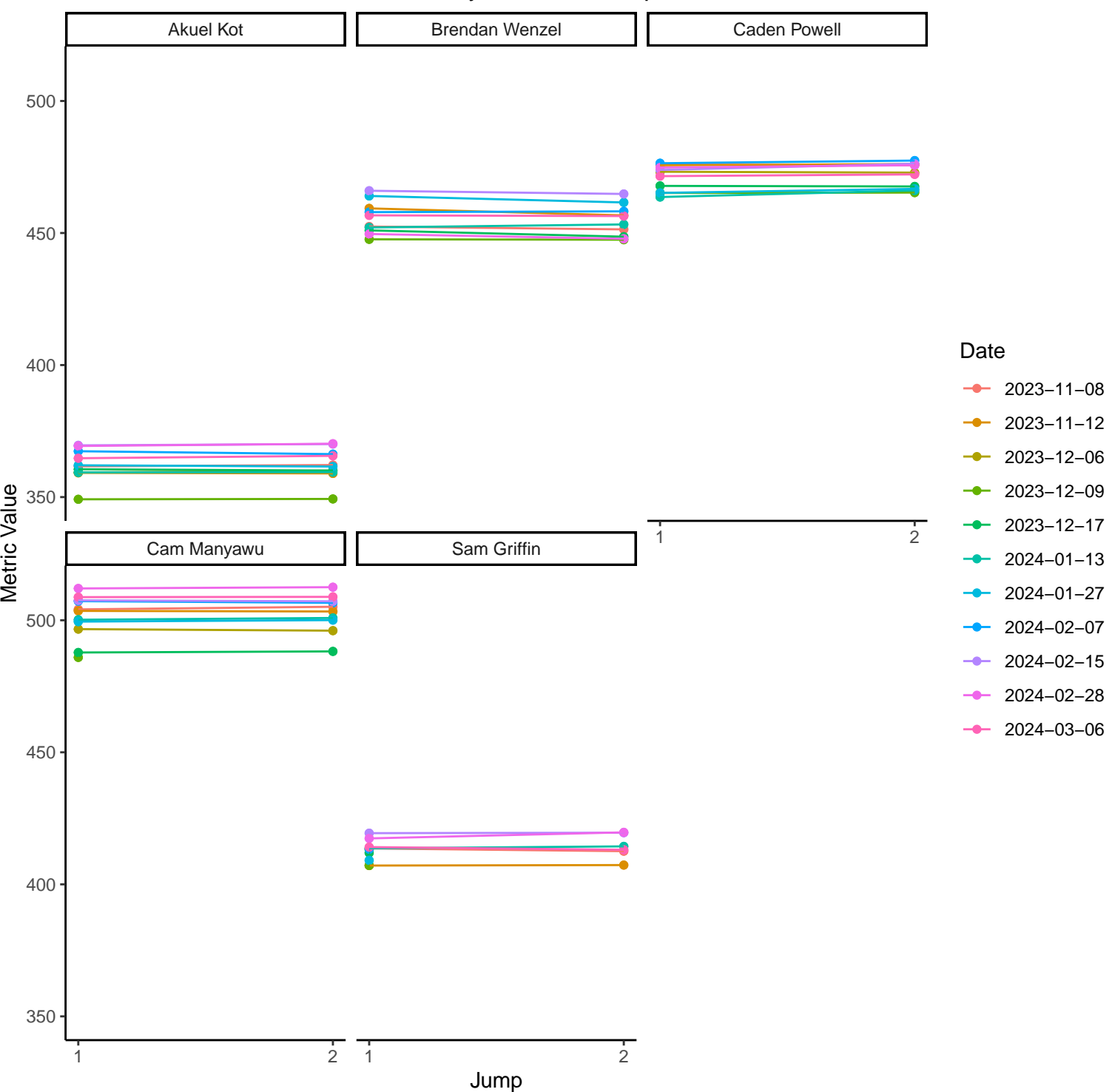
Mean Takeoff Acceleration For Each Player Across Jumps



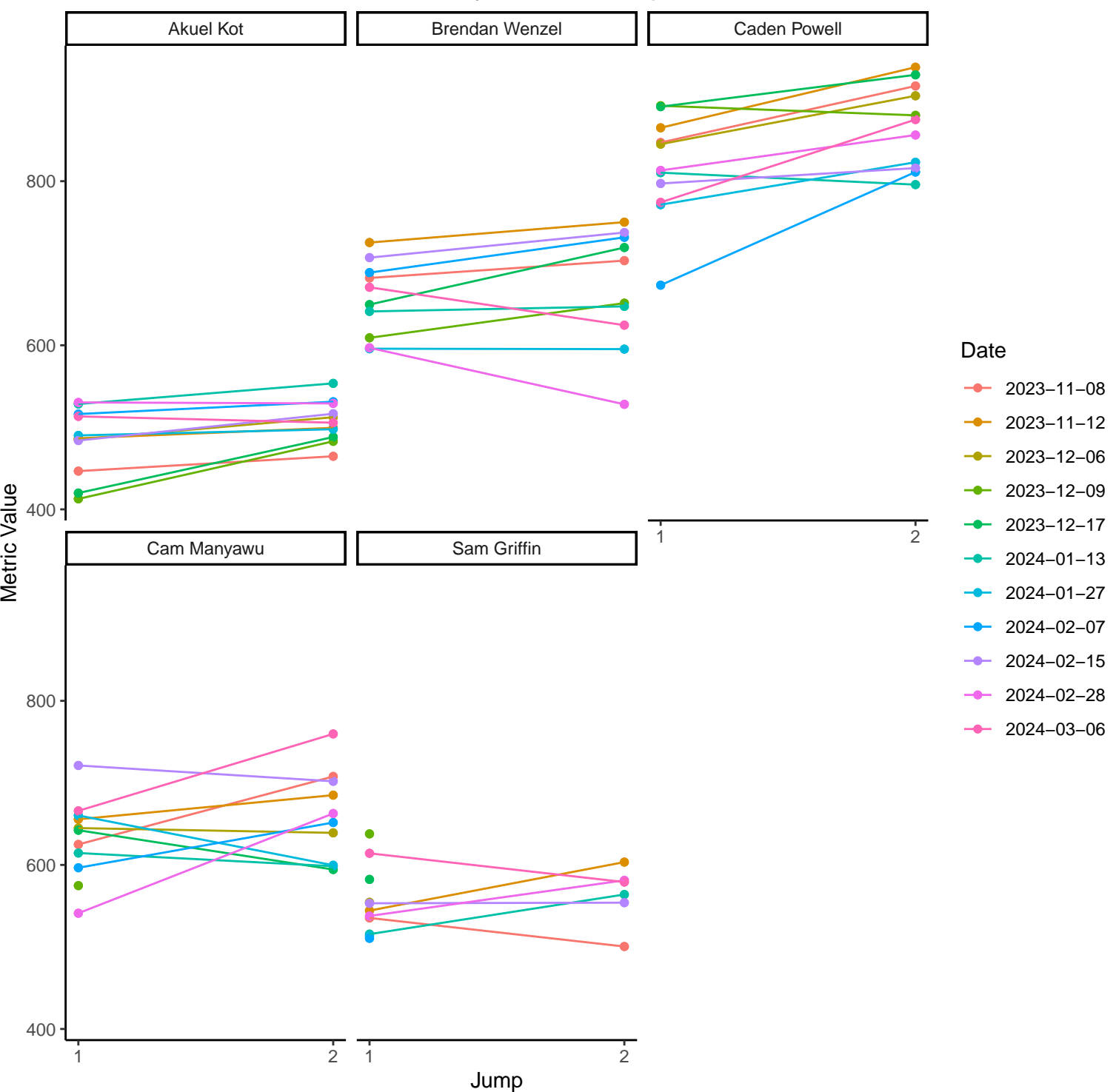
Concentric Mean Force For Each Player Across Jumps



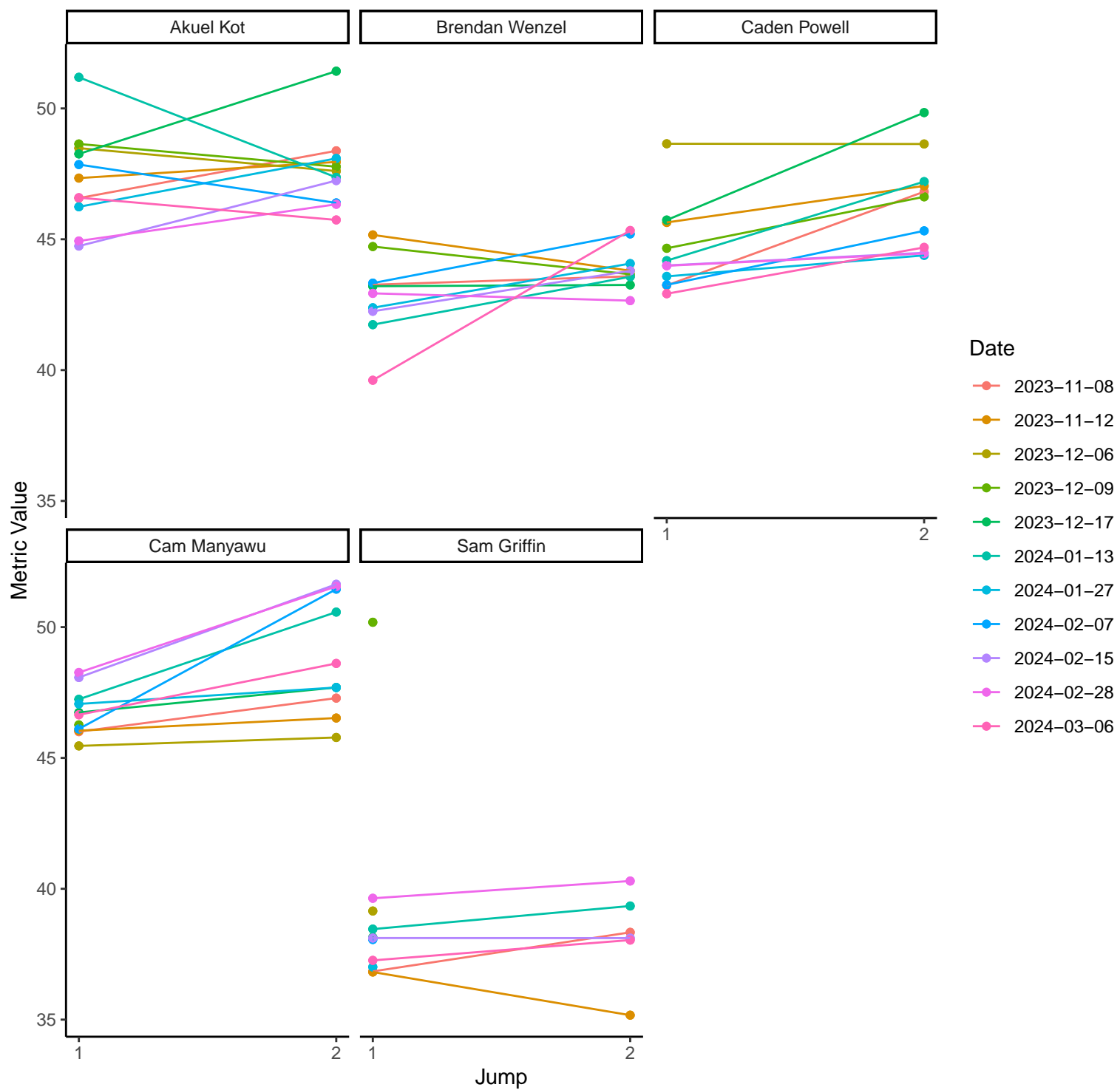
Eccentric Mean Force For Each Player Across Jumps



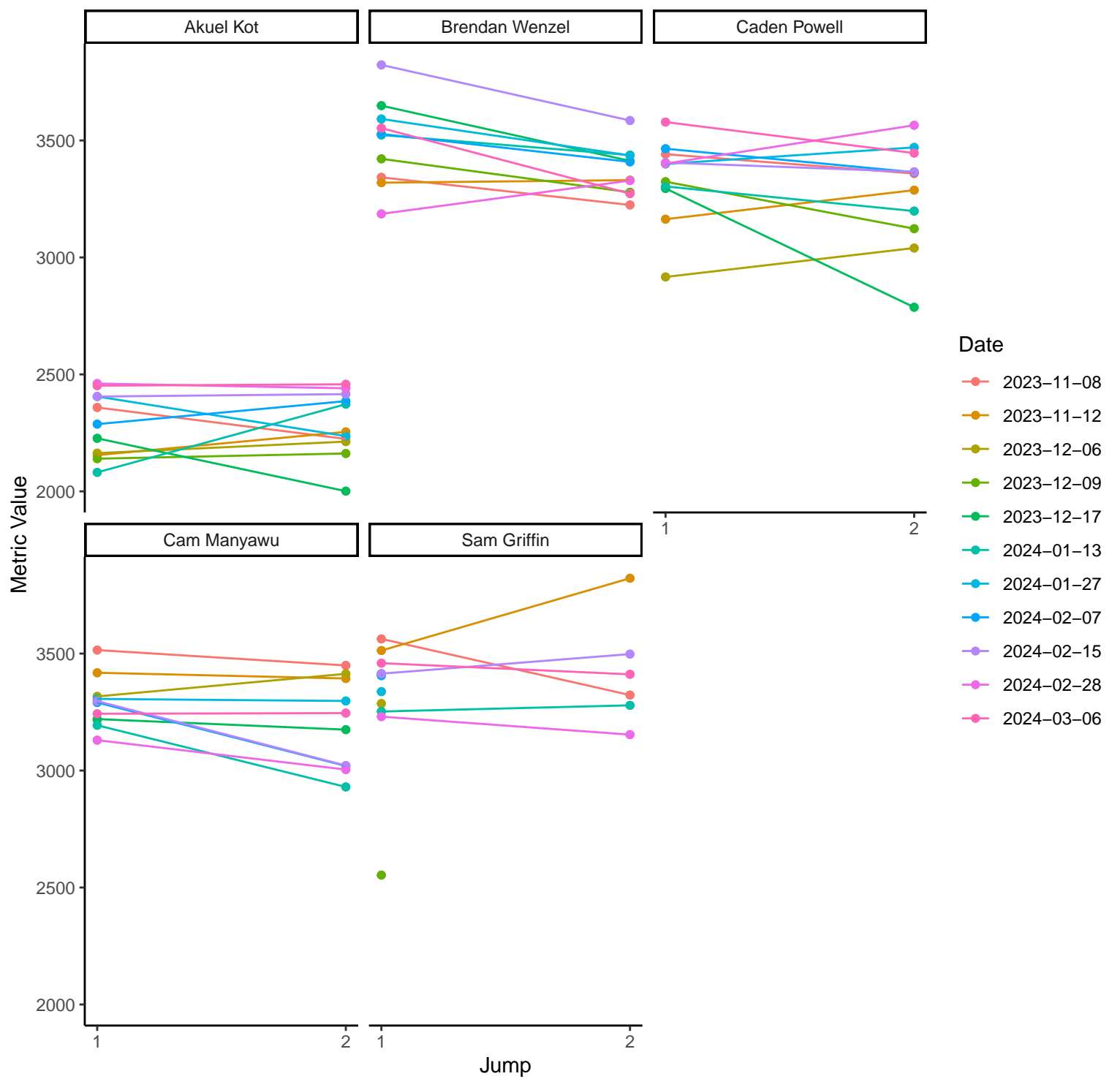
Eccentric Mean Power For Each Player Across Jumps



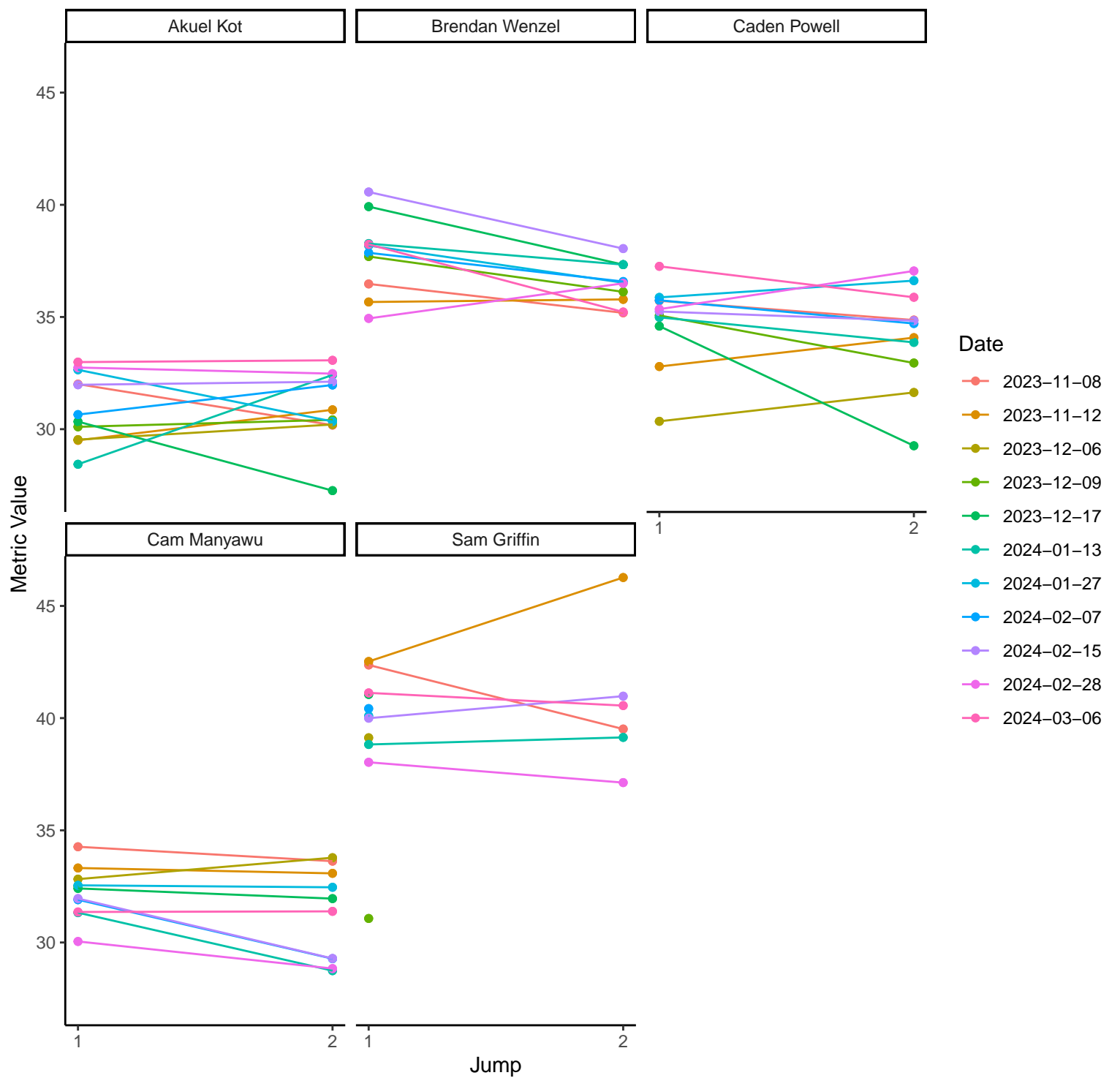
Eccentric Concentric Mean Force Ratio For Each Player Across Jumps



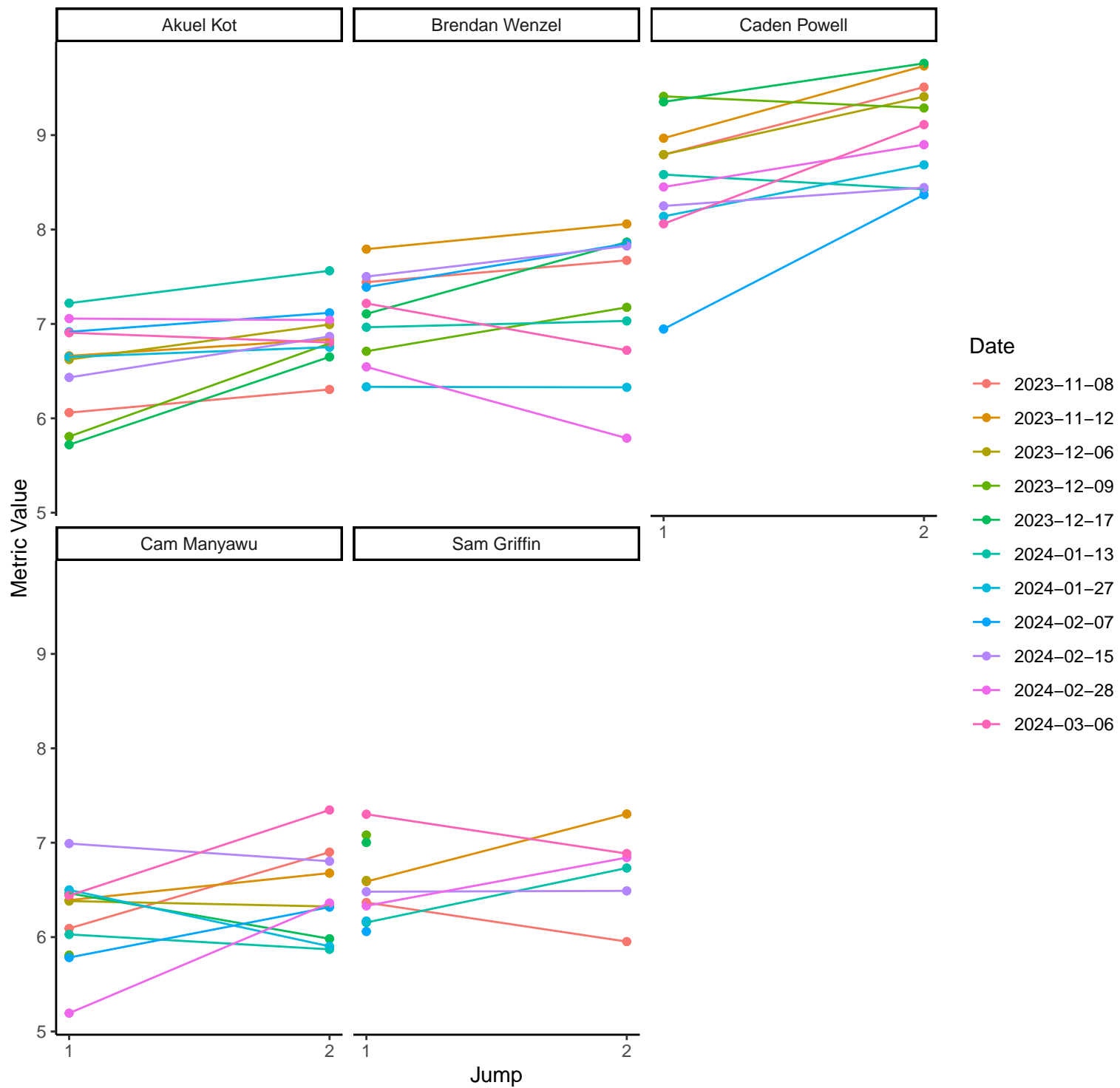
Concentric Mean Power For Each Player Across Jumps



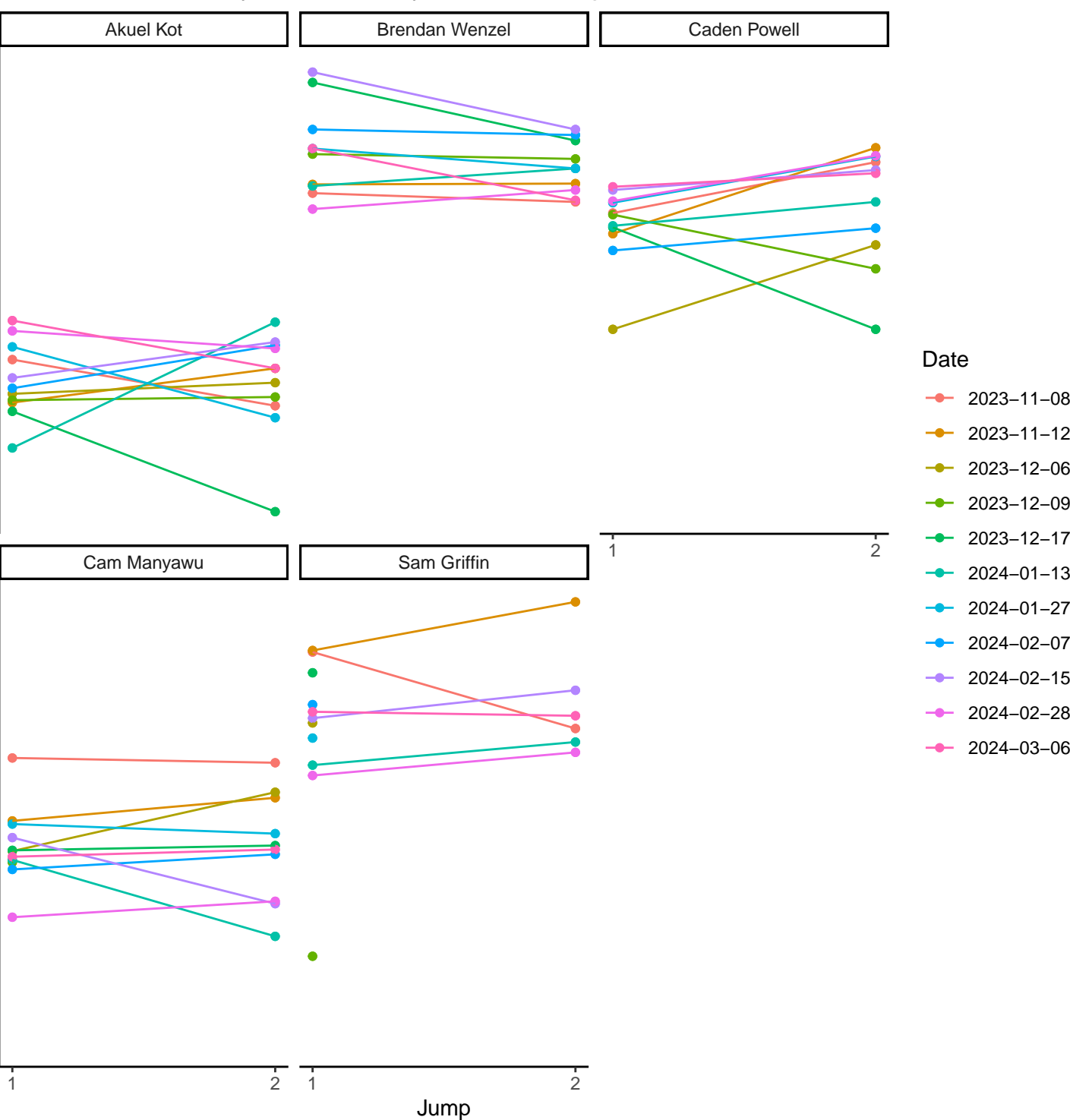
Concentric Mean Power Bm For Each Player Across Jumps



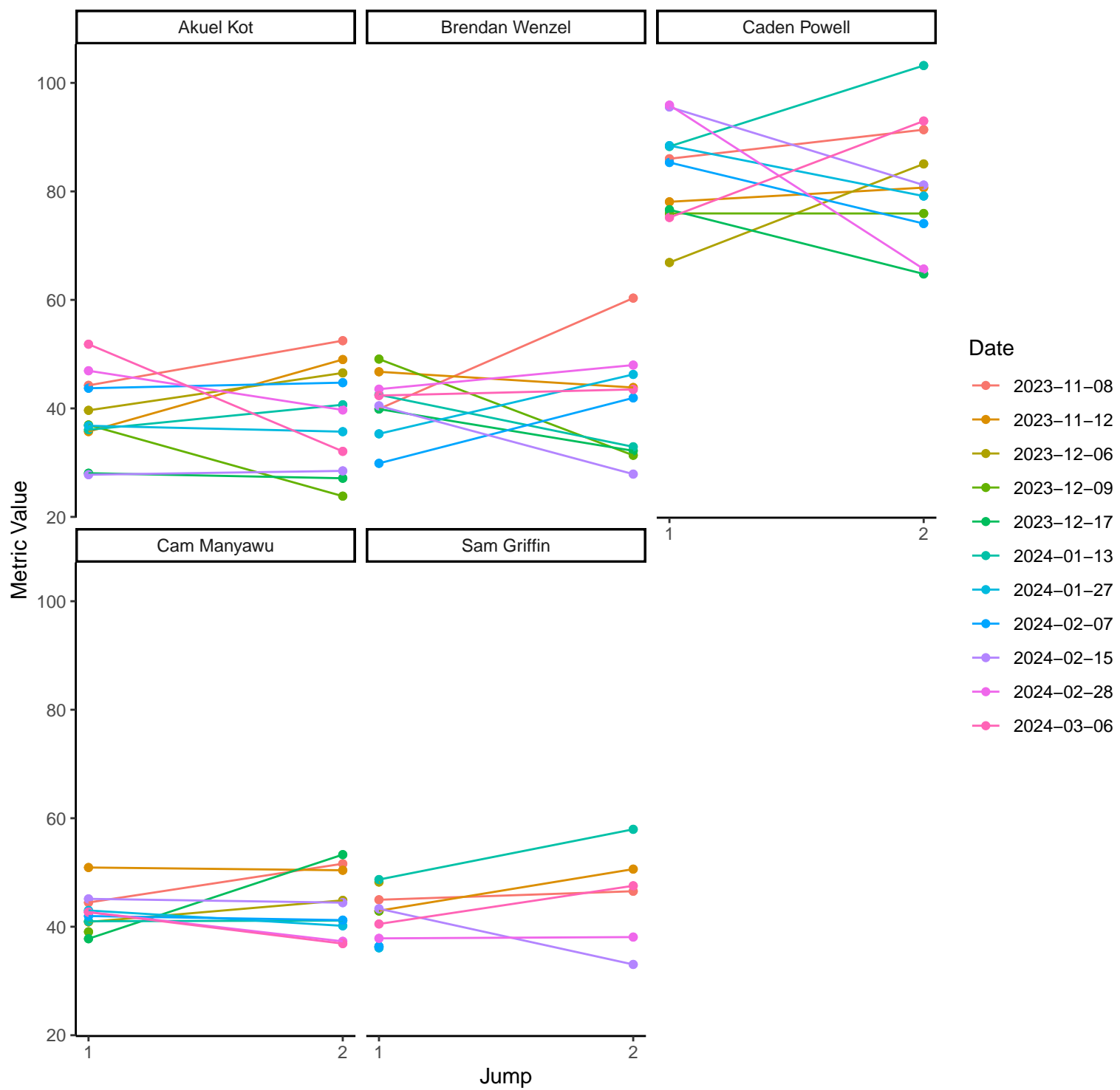
Eccentric Mean Power Bm For Each Player Across Jumps



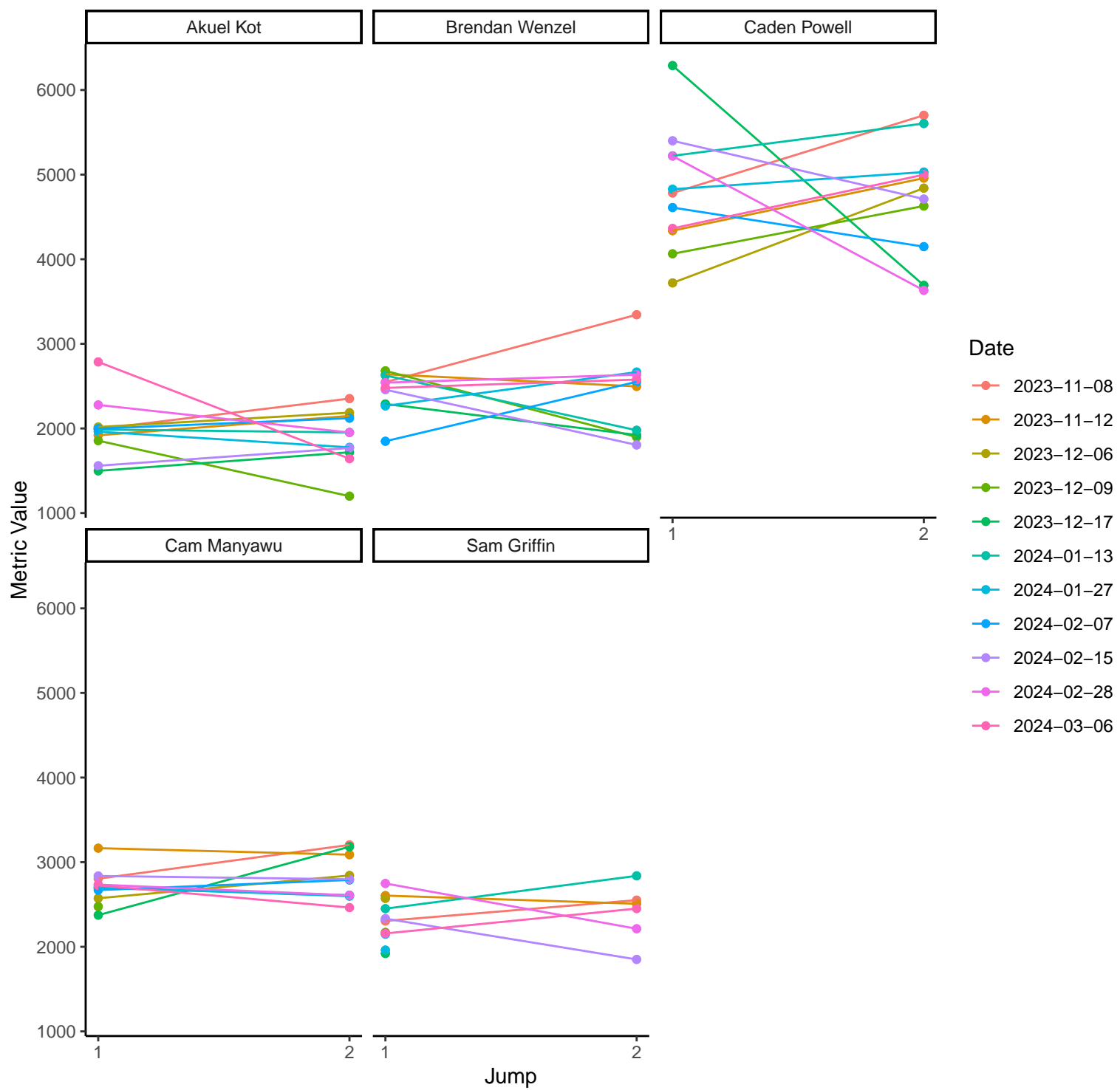
Mean Takeoff Velocity For Each Player Across Jumps



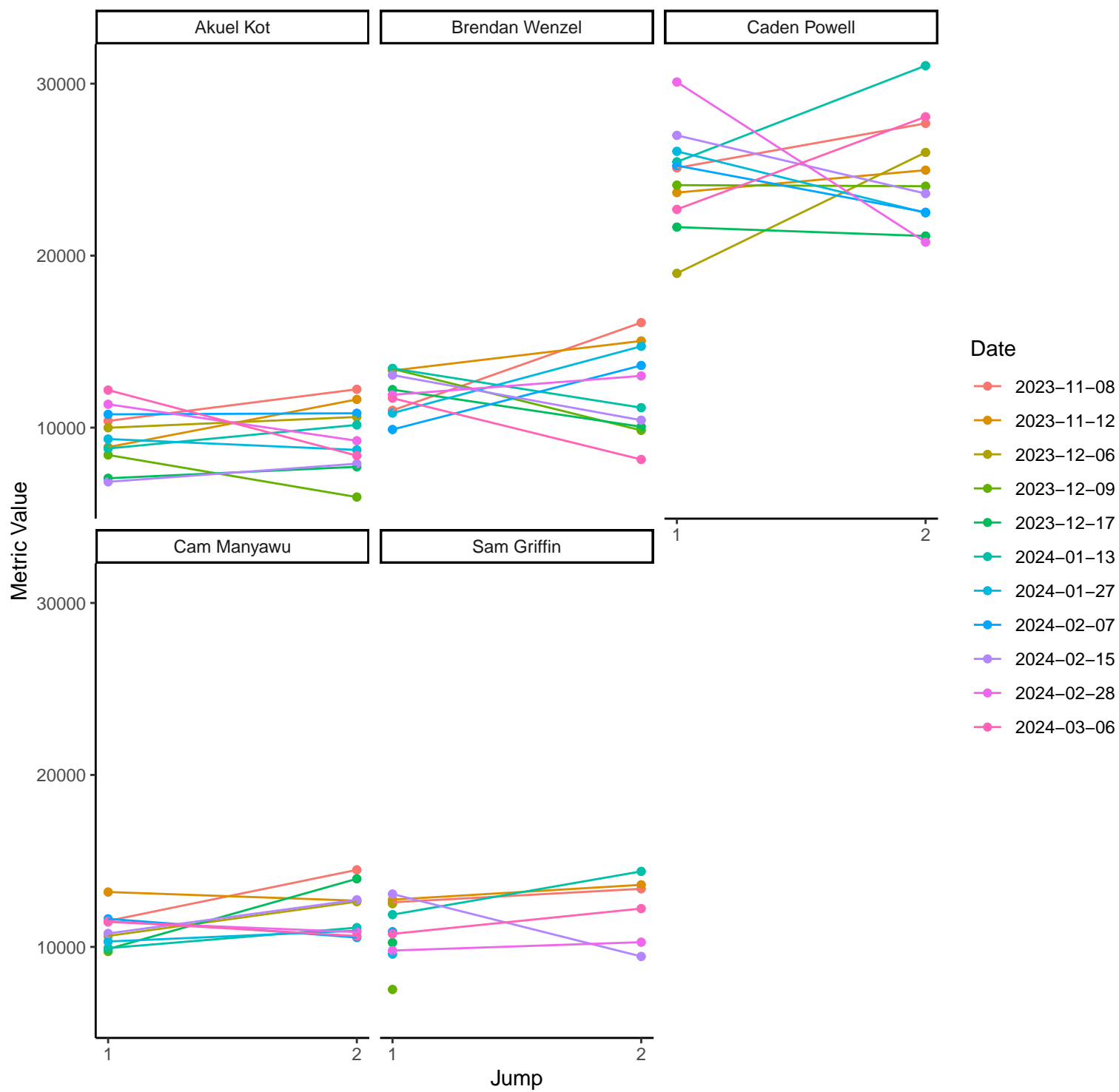
Peak Landing Acceleration For Each Player Across Jumps



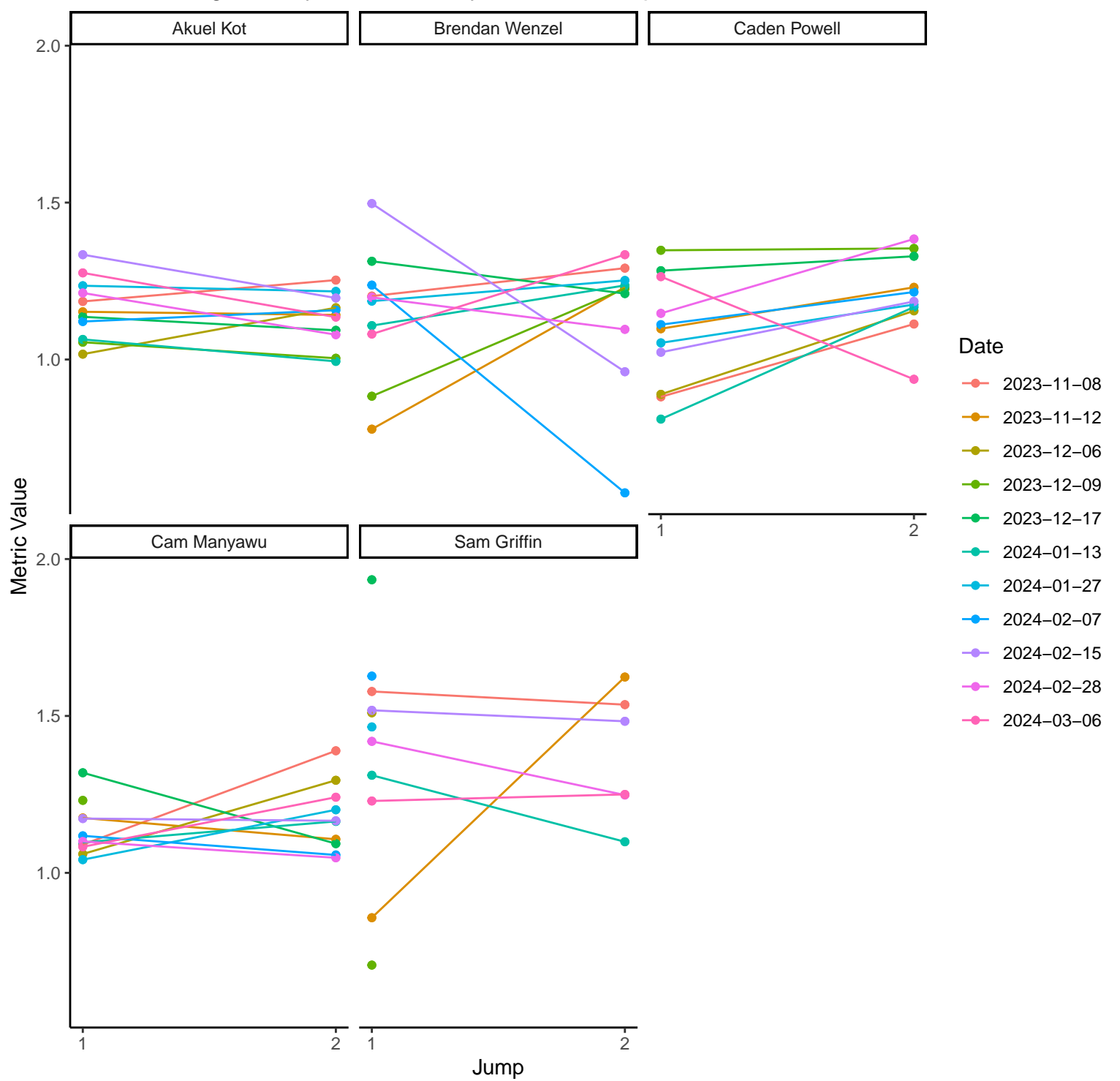
Peak Landing Force For Each Player Across Jumps



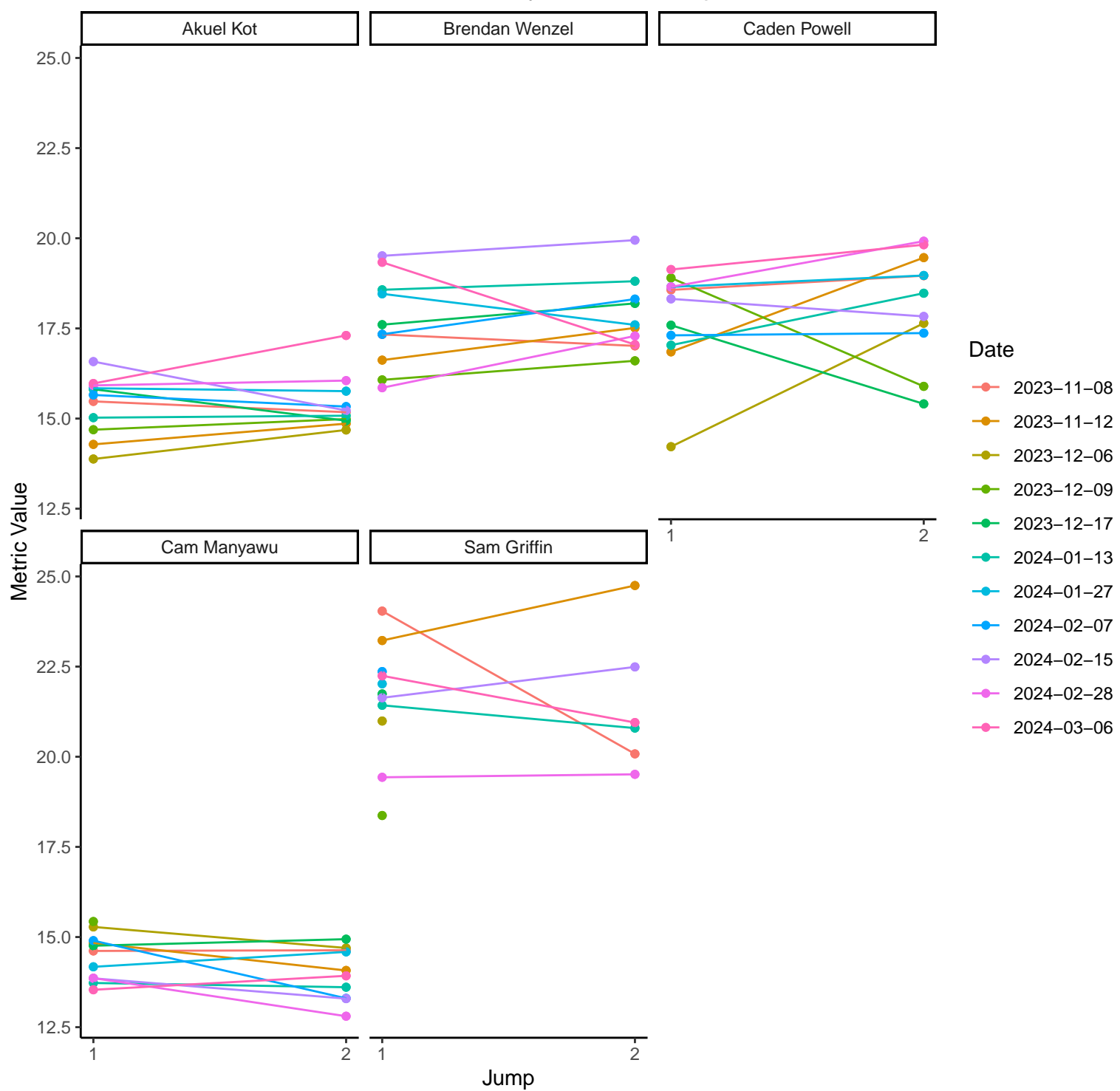
Peak Landing Power For Each Player Across Jumps



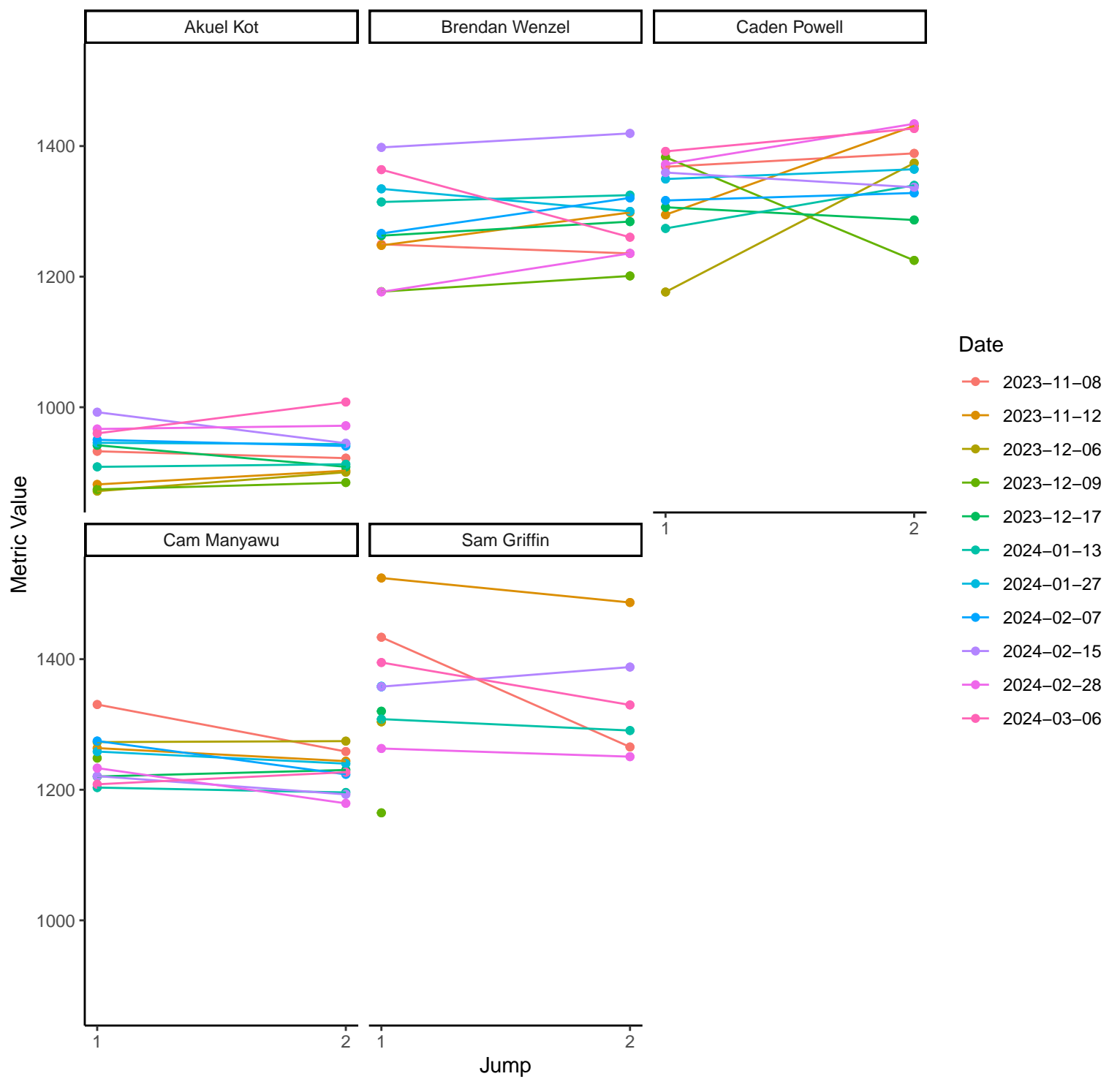
Peak Landing Velocity For Each Player Across Jumps



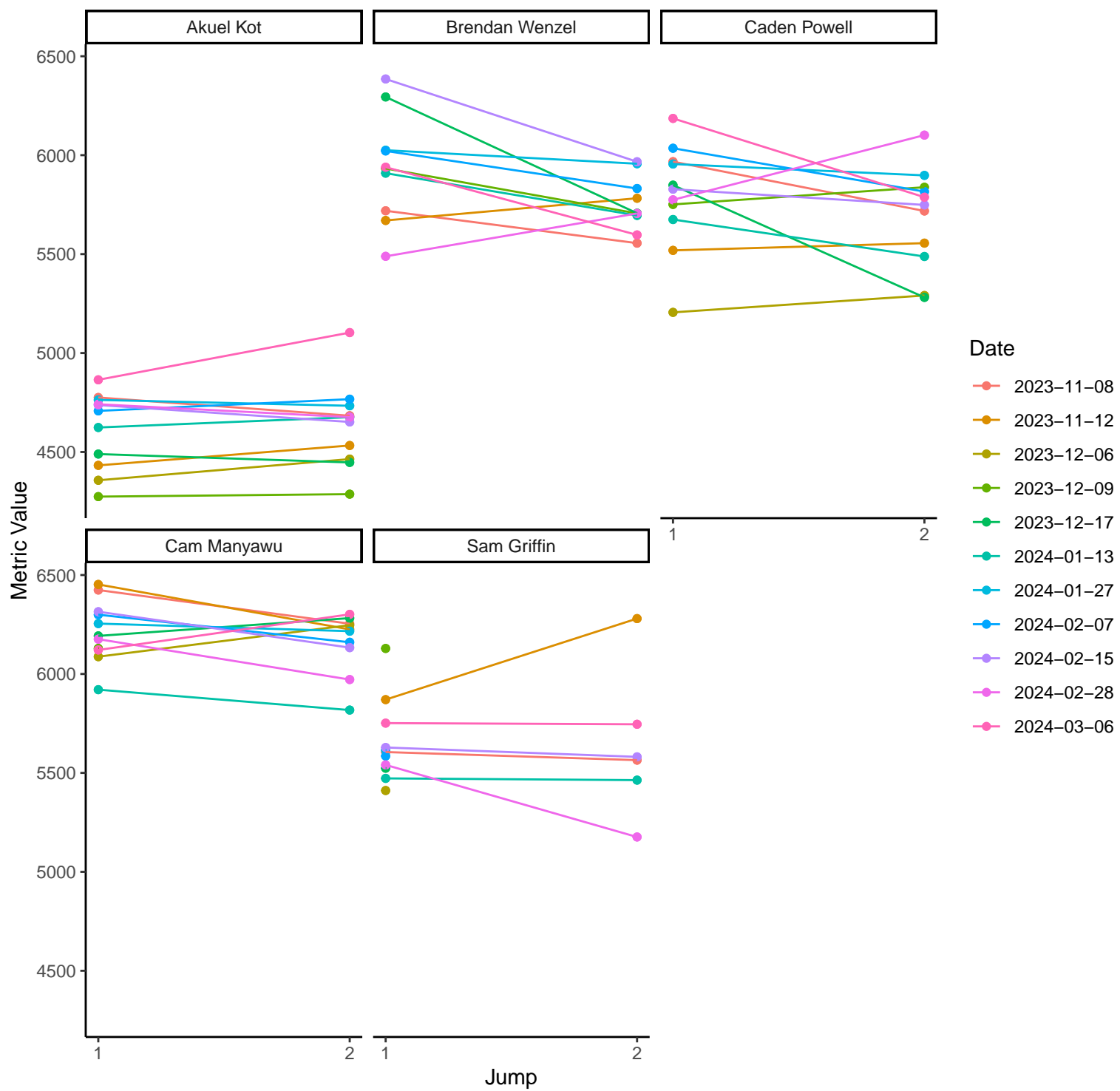
Peak Takeoff Acceleration For Each Player Across Jumps



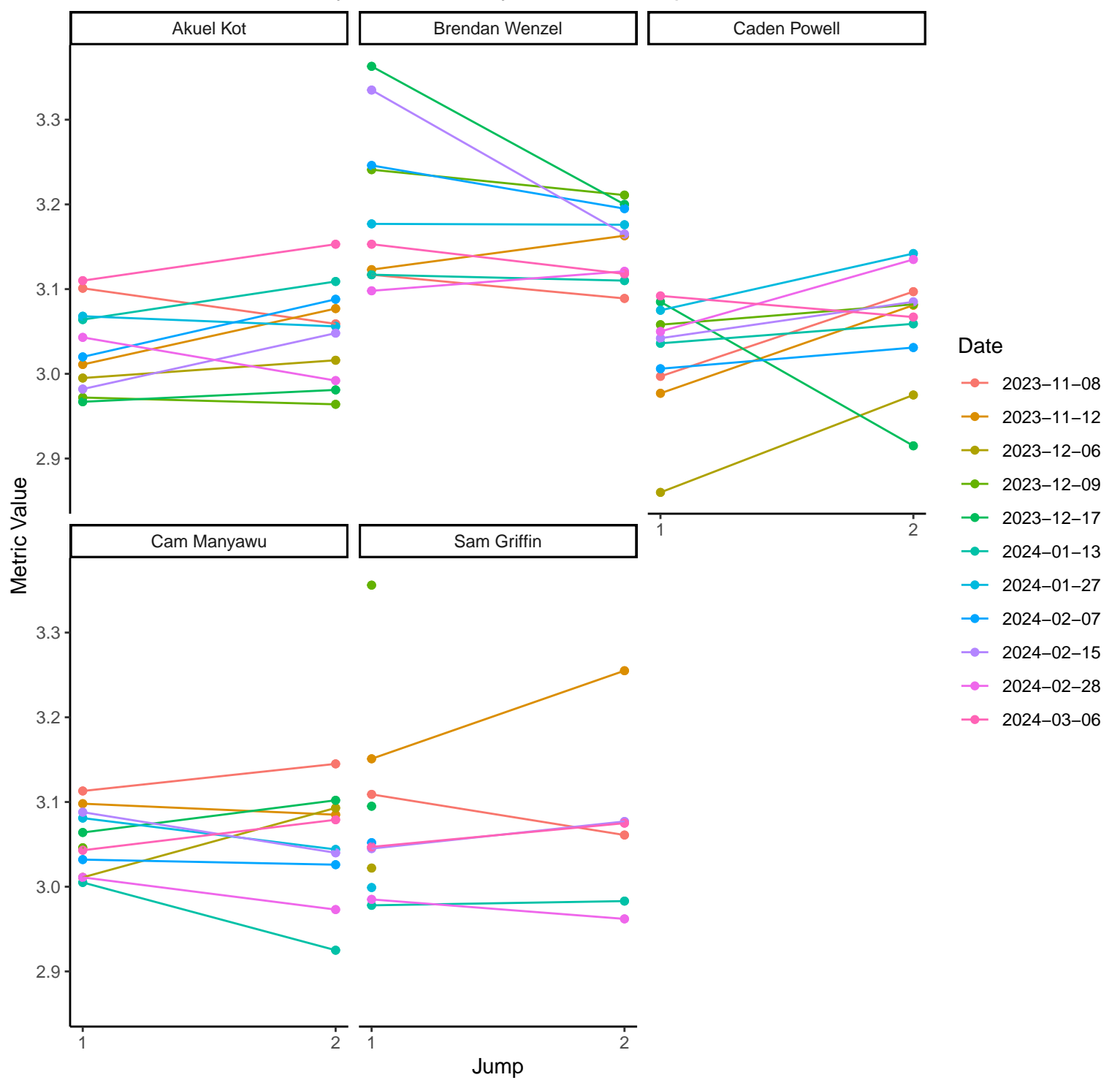
Takeoff Peak Force For Each Player Across Jumps



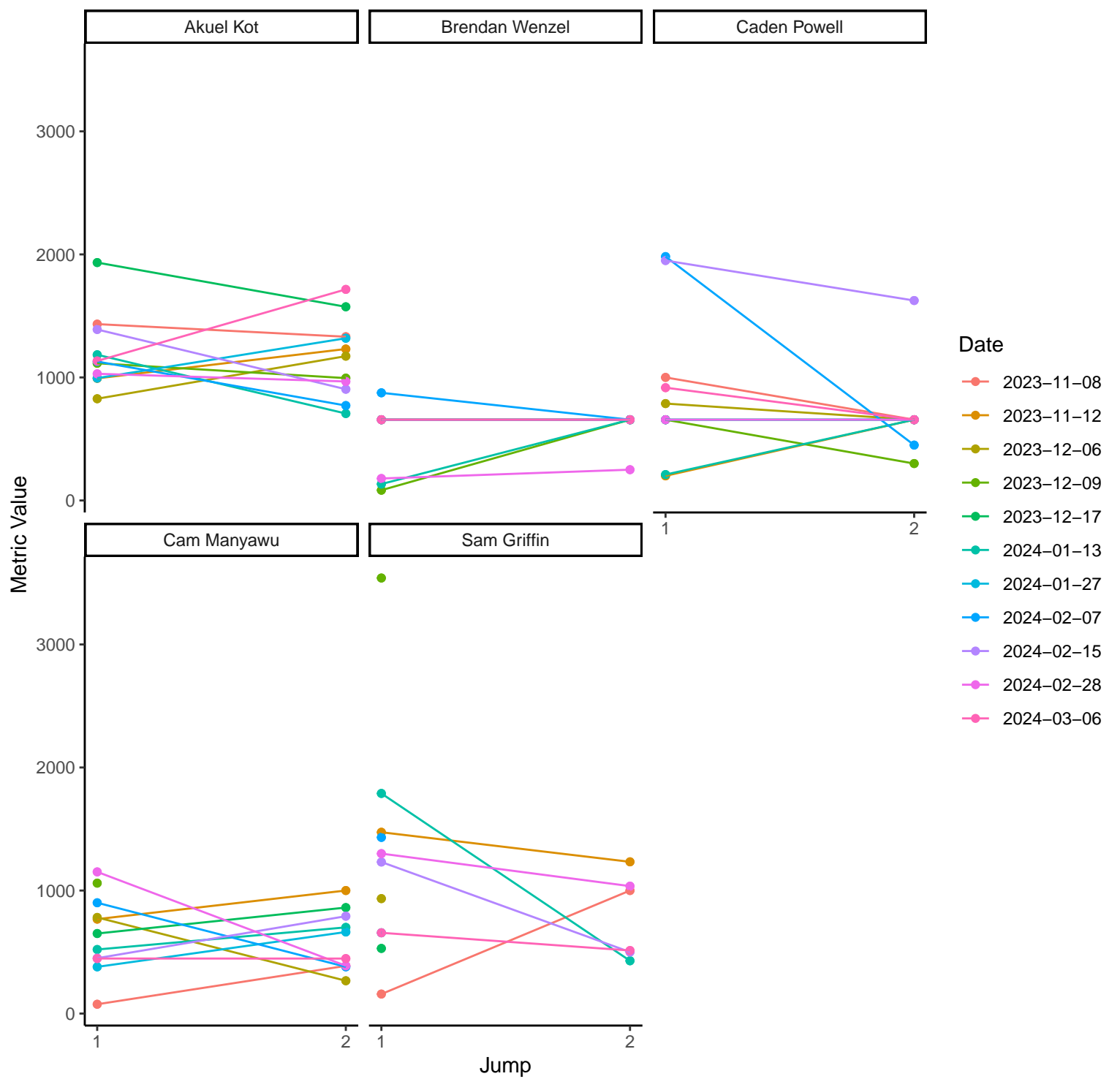
Peak Power For Each Player Across Jumps



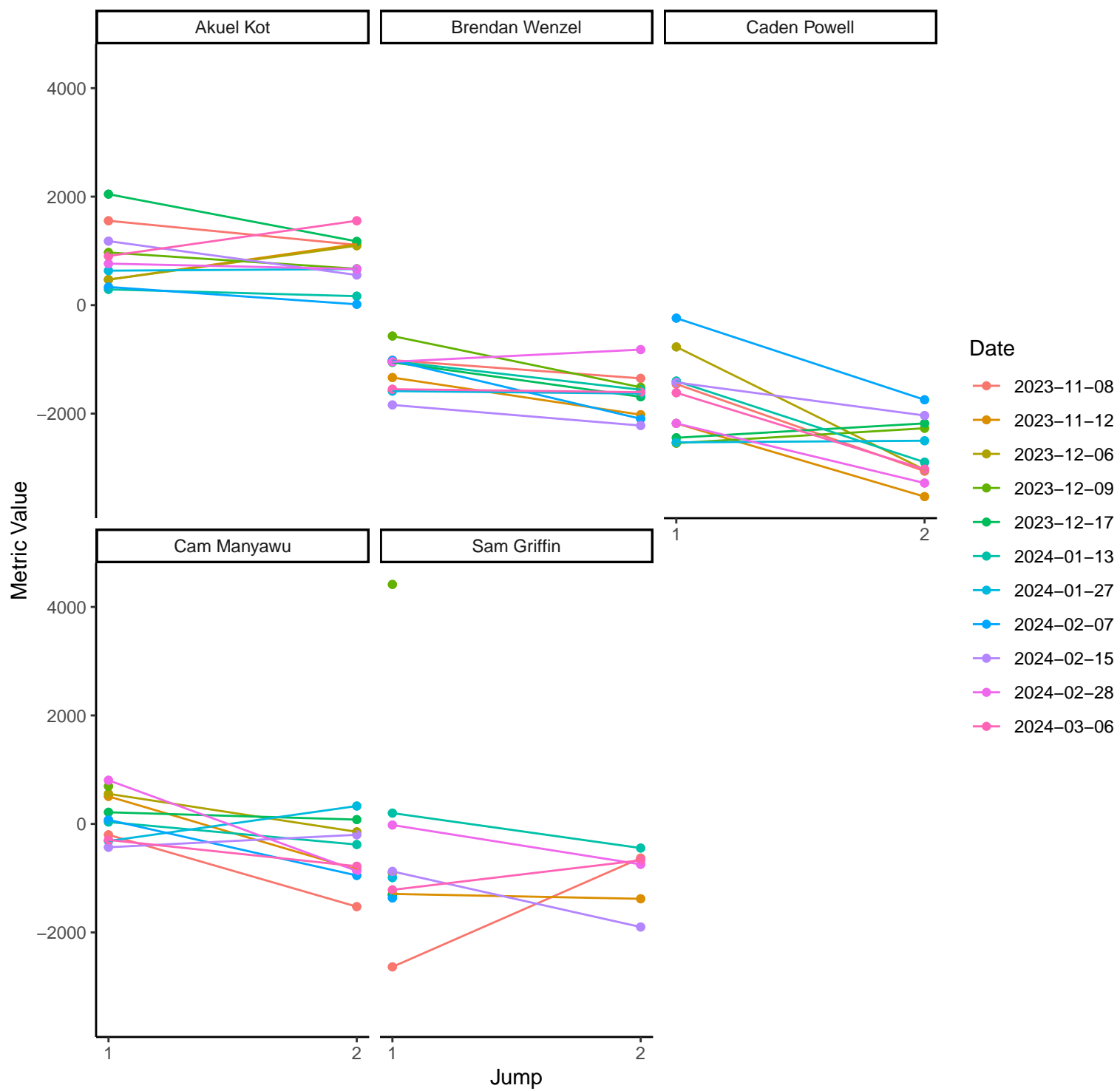
Concentric Peak Velocity For Each Player Across Jumps



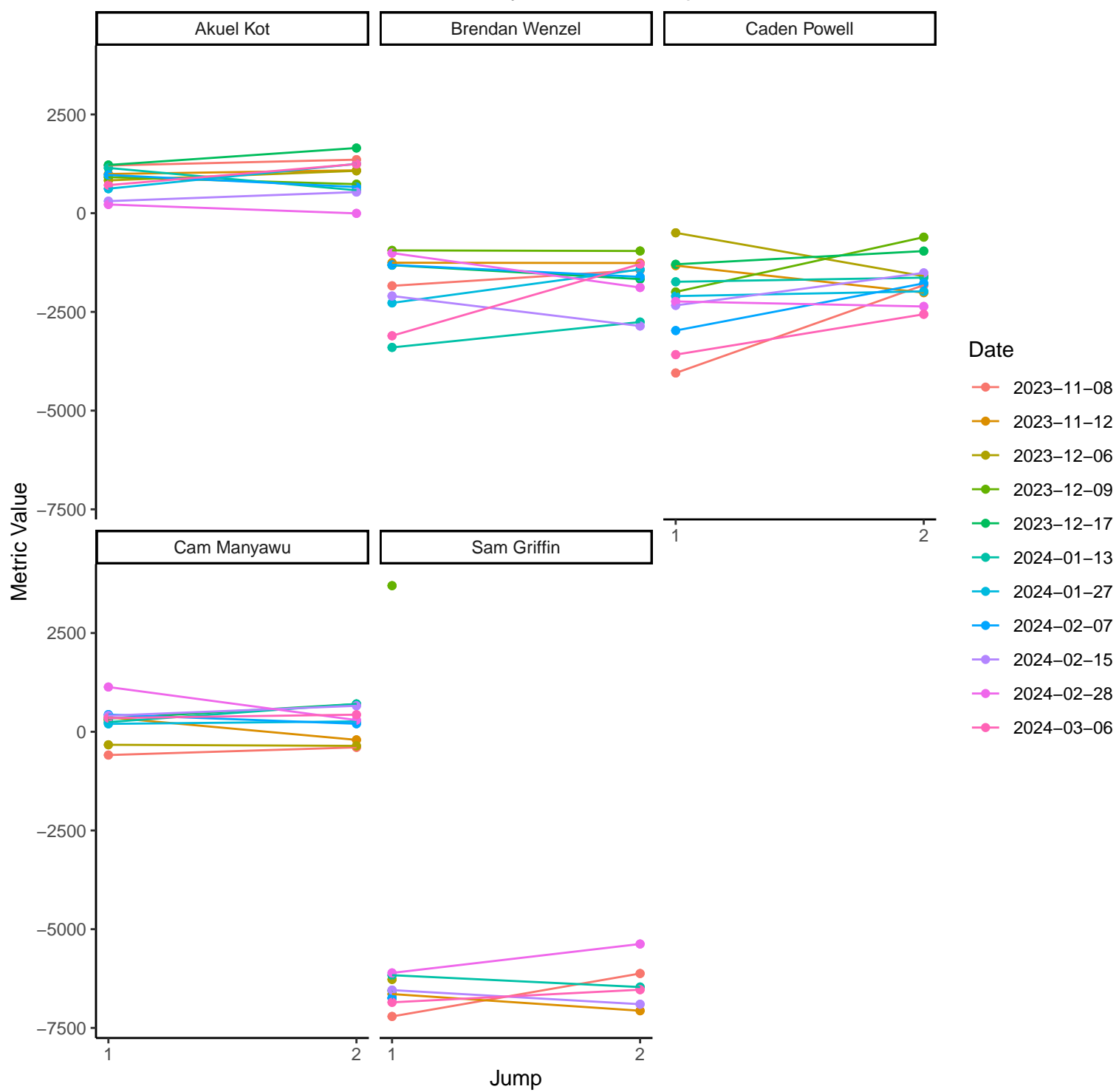
Concentric Rfd For Each Player Across Jumps



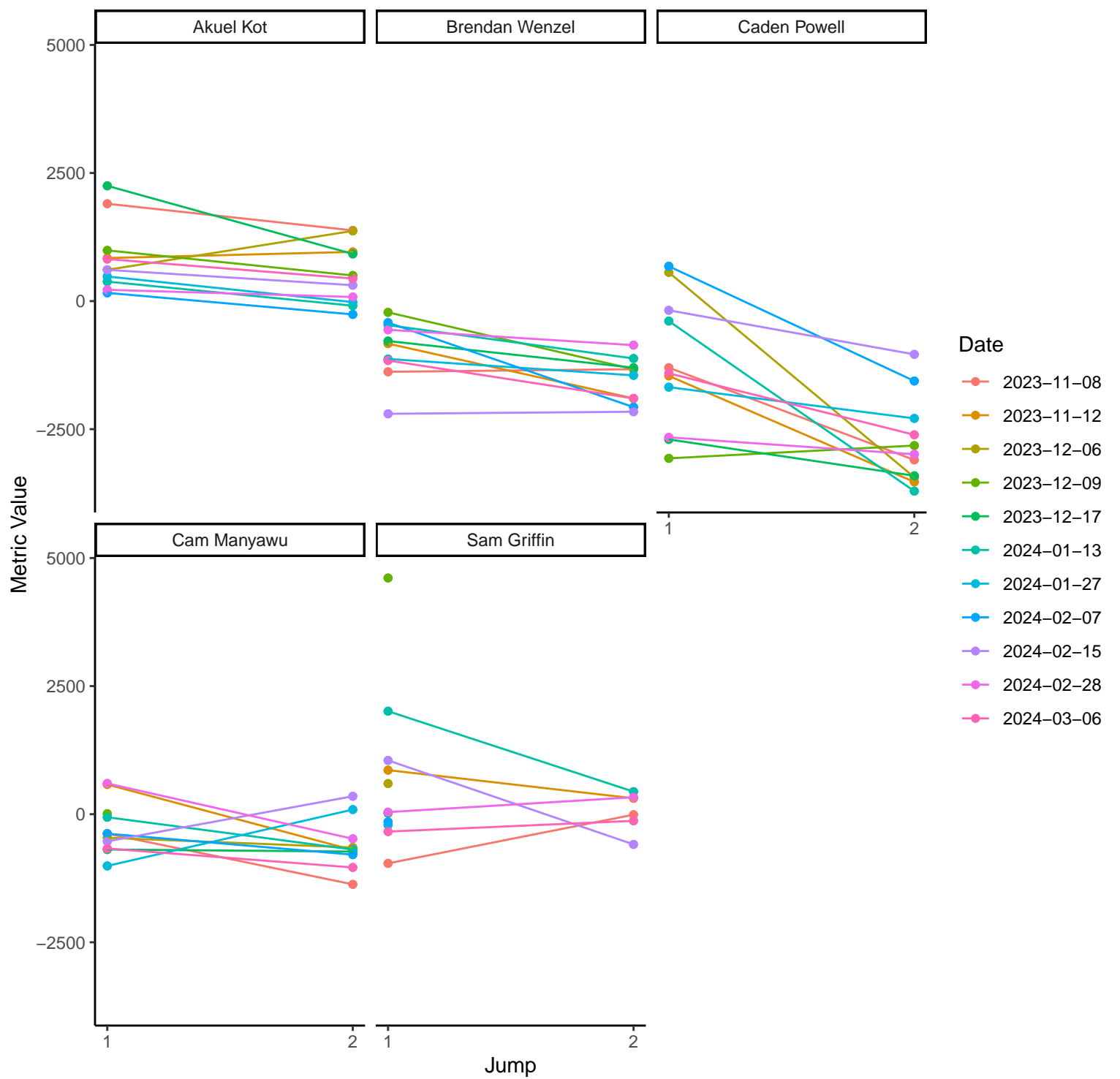
Concentric Rfd 100 Ms For Each Player Across Jumps



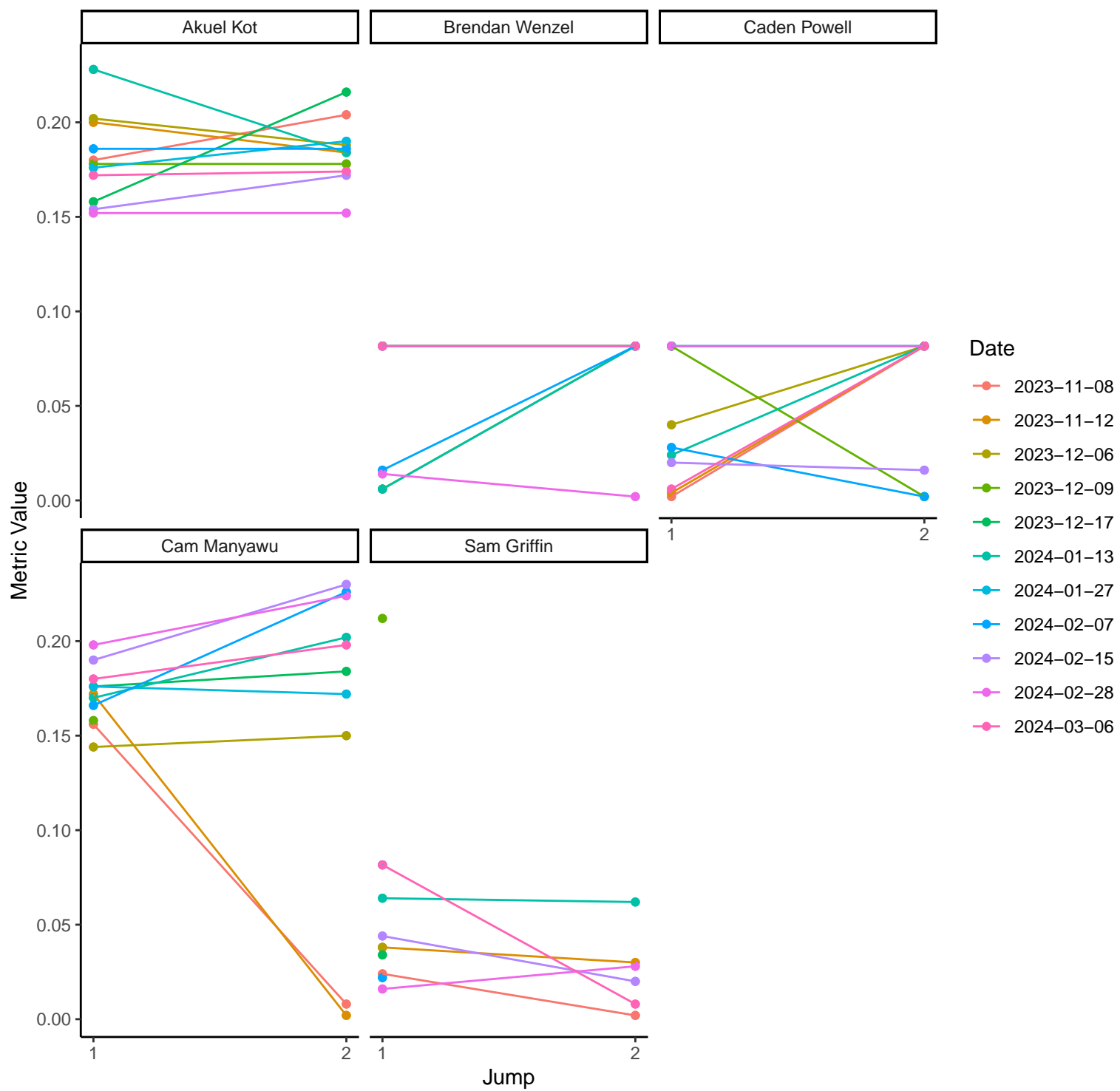
Concentric Rfd 200 Ms For Each Player Across Jumps



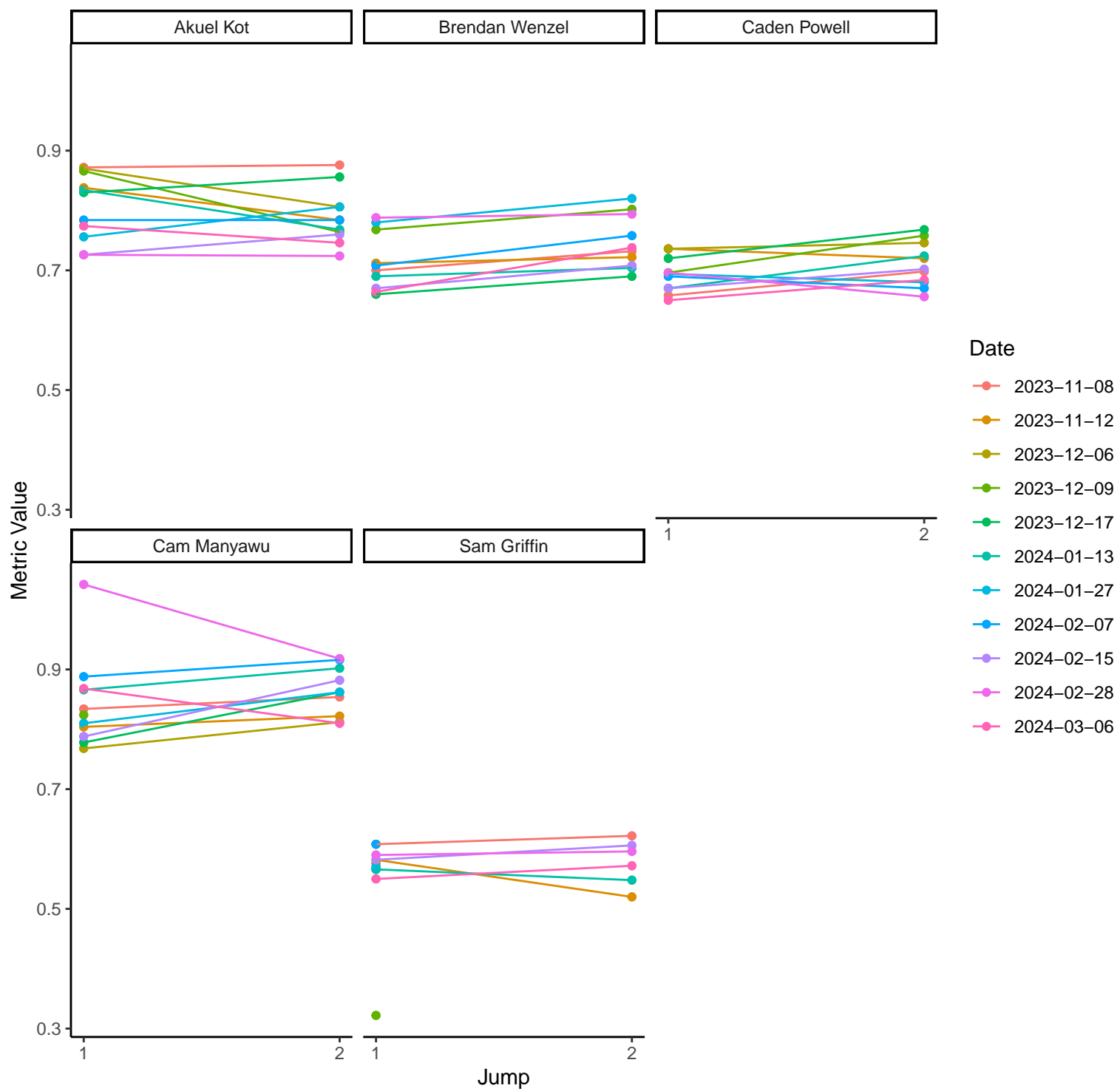
Concentric Rfd 50 Ms For Each Player Across Jumps



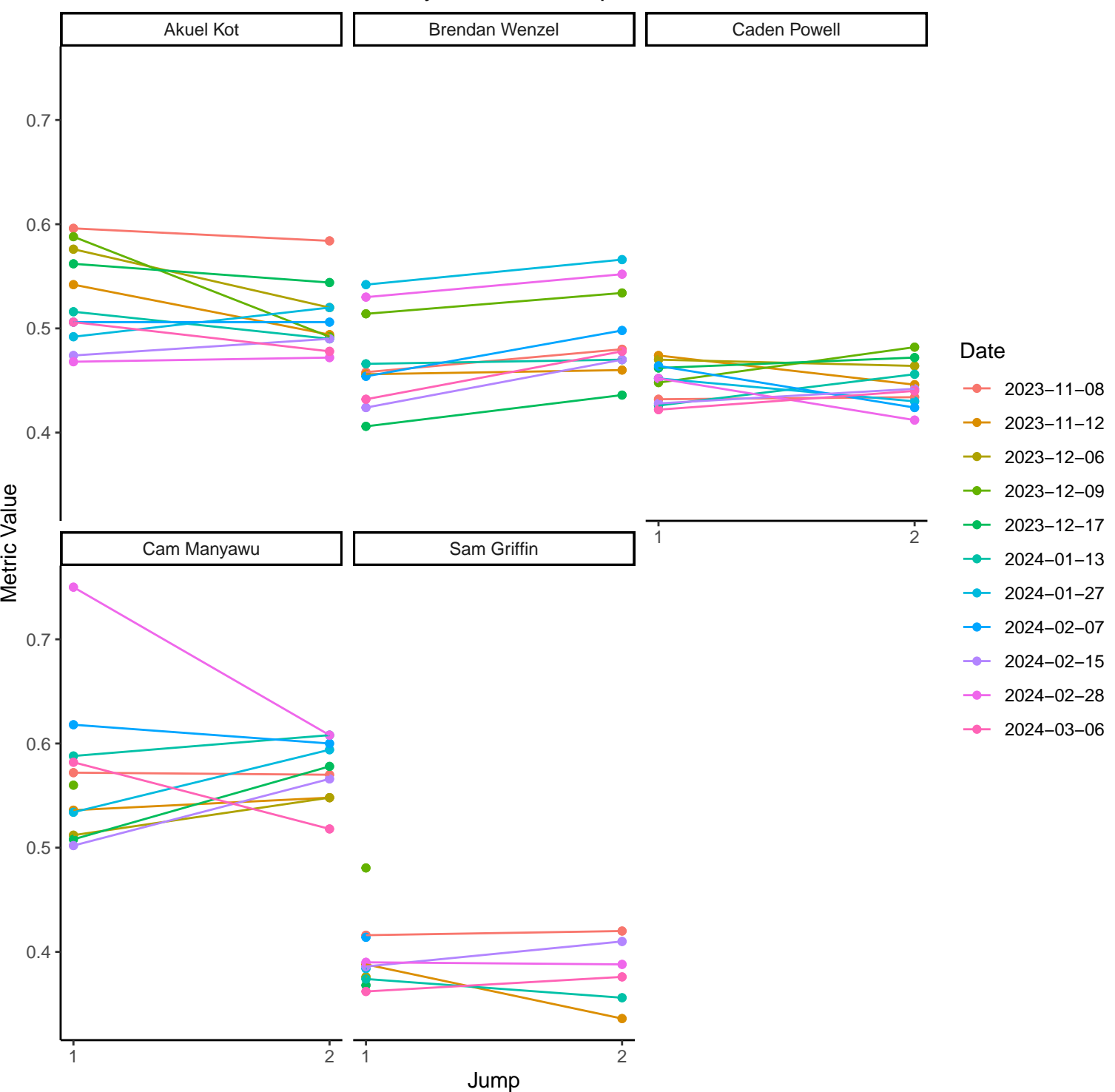
Concentric Time to Peak Force For Each Player Across Jumps



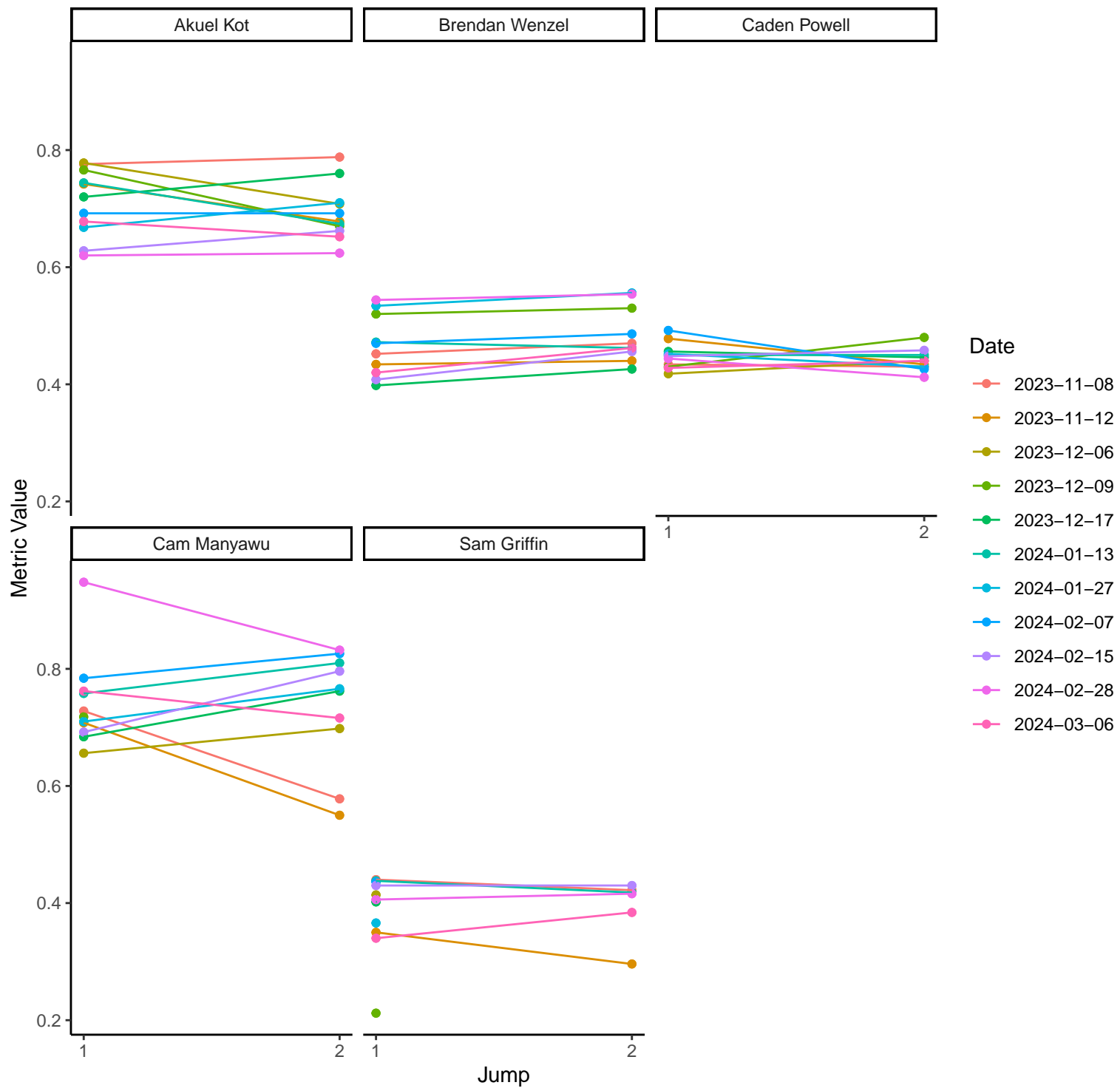
Akuel Kot	Brendan Wenzel	Caden Powell
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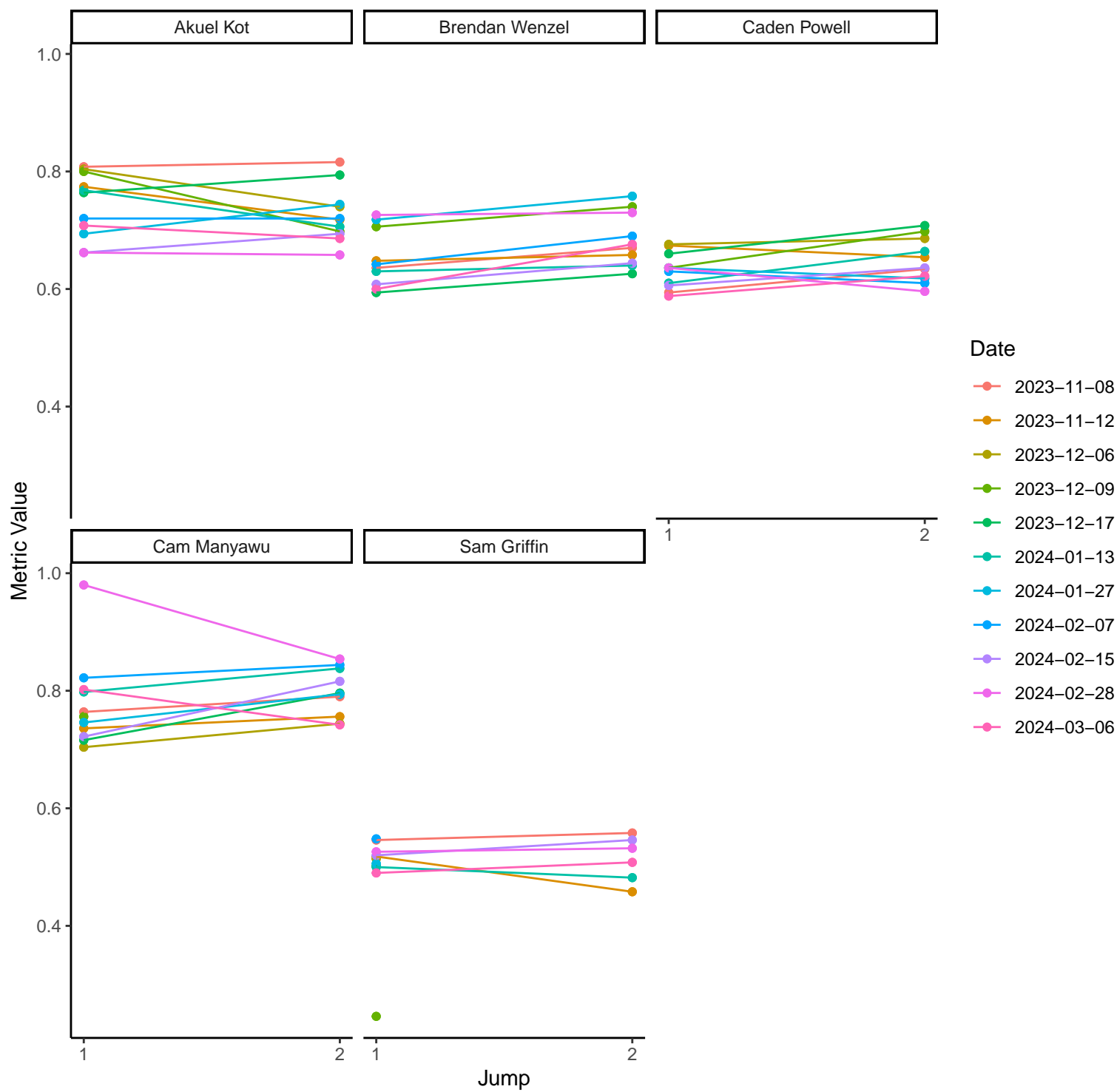
Eccentric Duration For Each Player Across Jumps



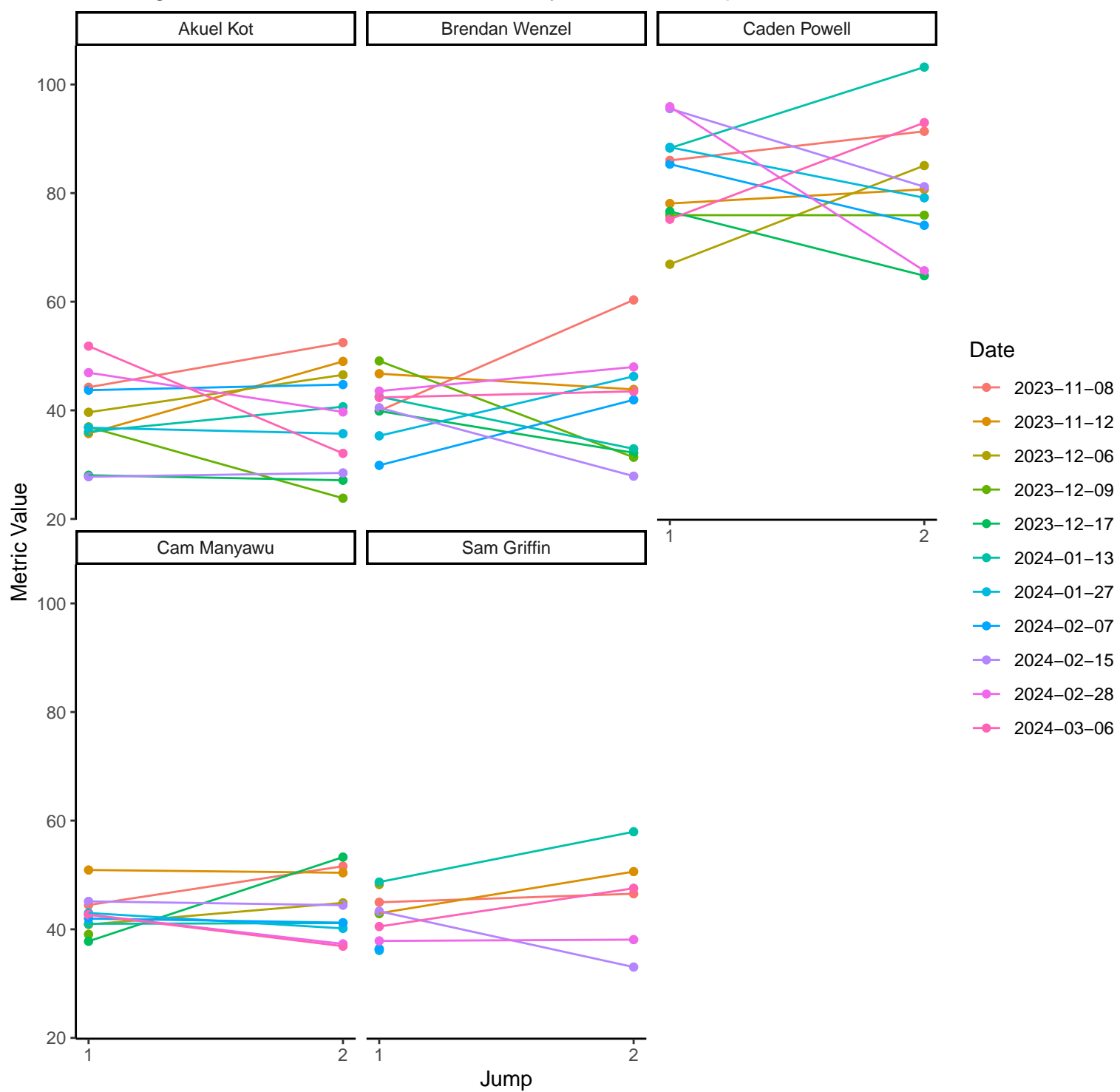
Movement Start to Peak Force For Each Player Across Jumps



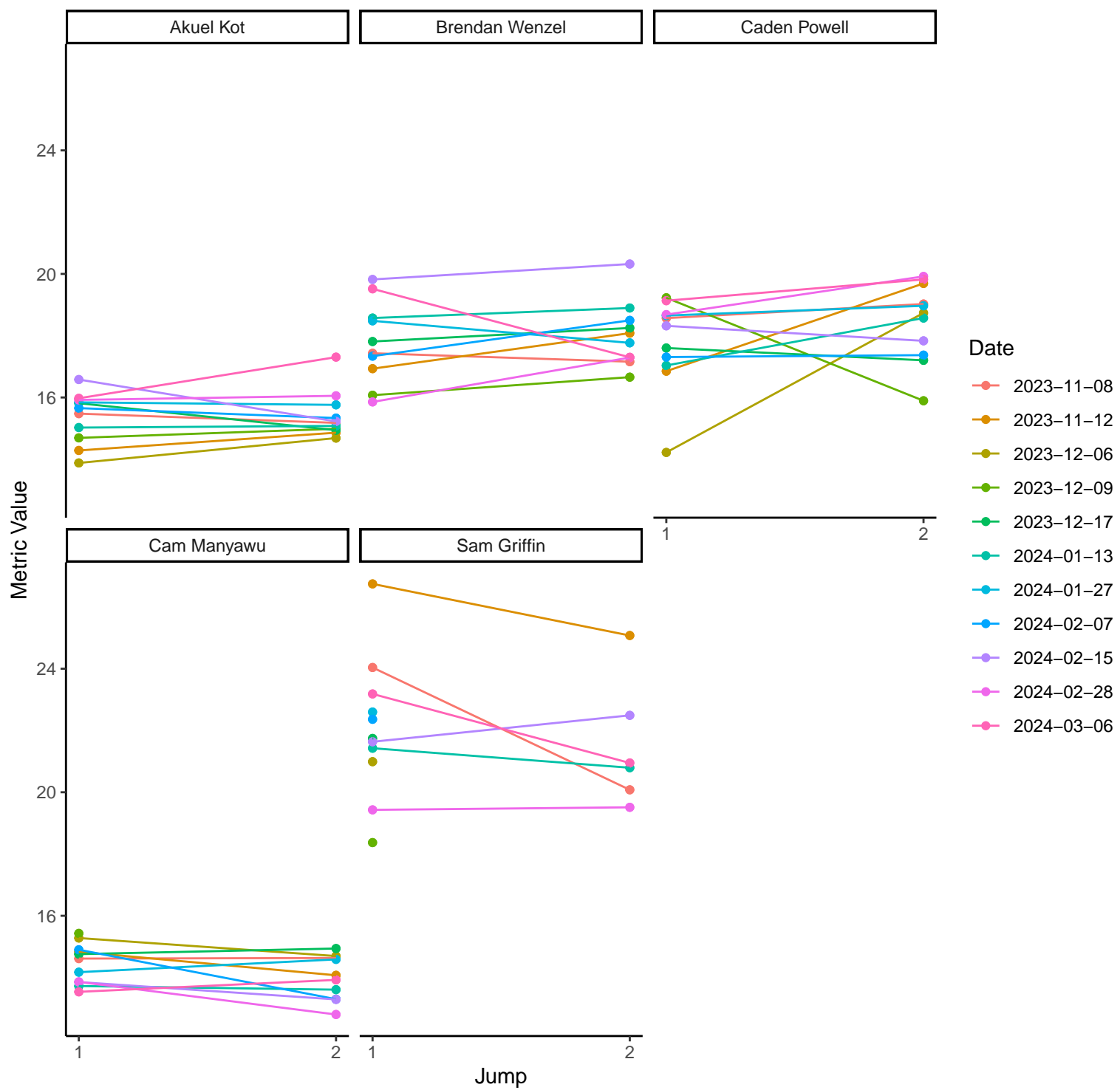
Movement Start to Peak Power For Each Player Across Jumps



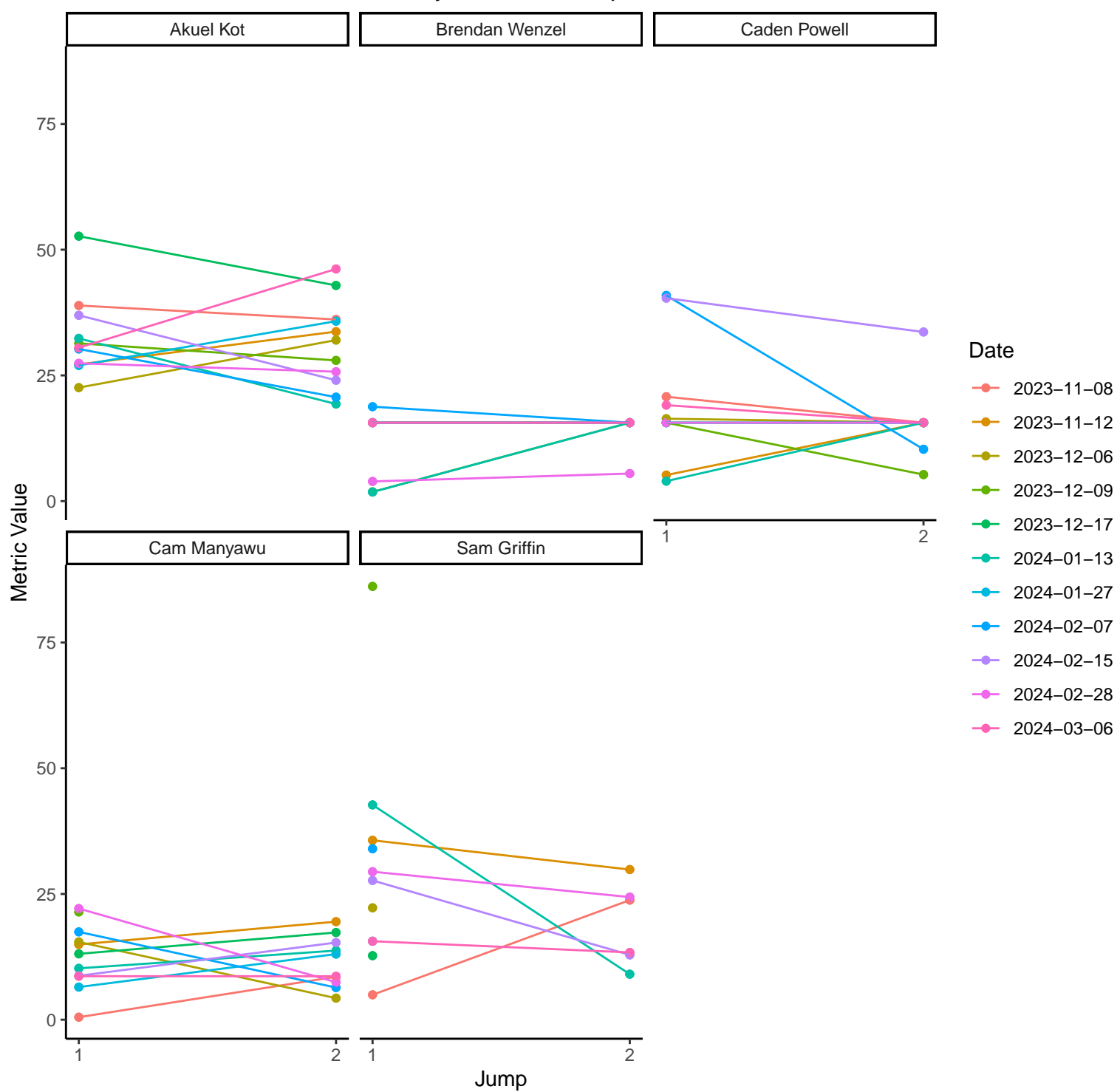
Landing Net Peak Force Bm For Each Player Across Jumps



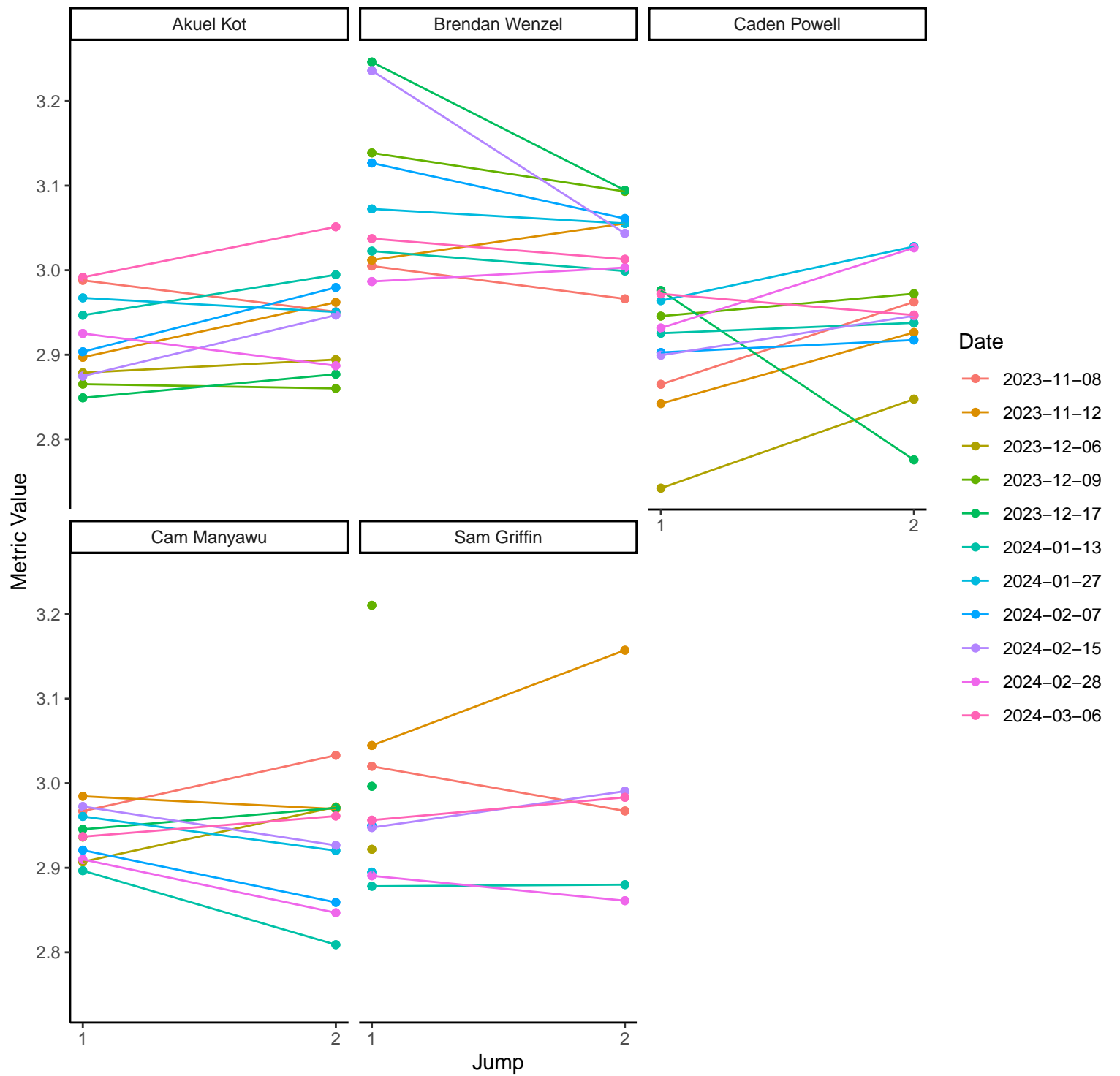
Peak Net Takeoff Force Bm For Each Player Across Jumps



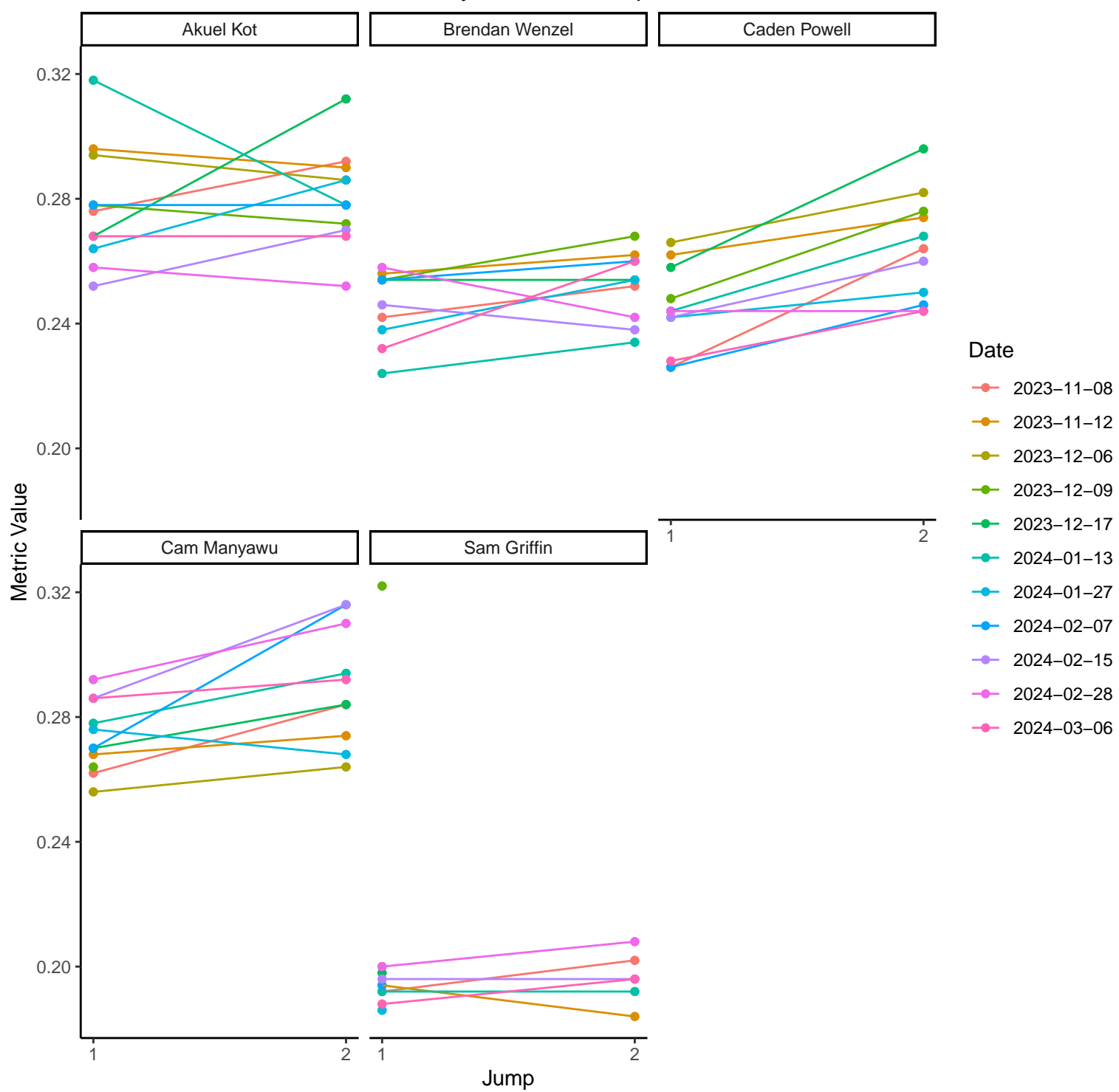
Concentric Rfd Bm For Each Player Across Jumps



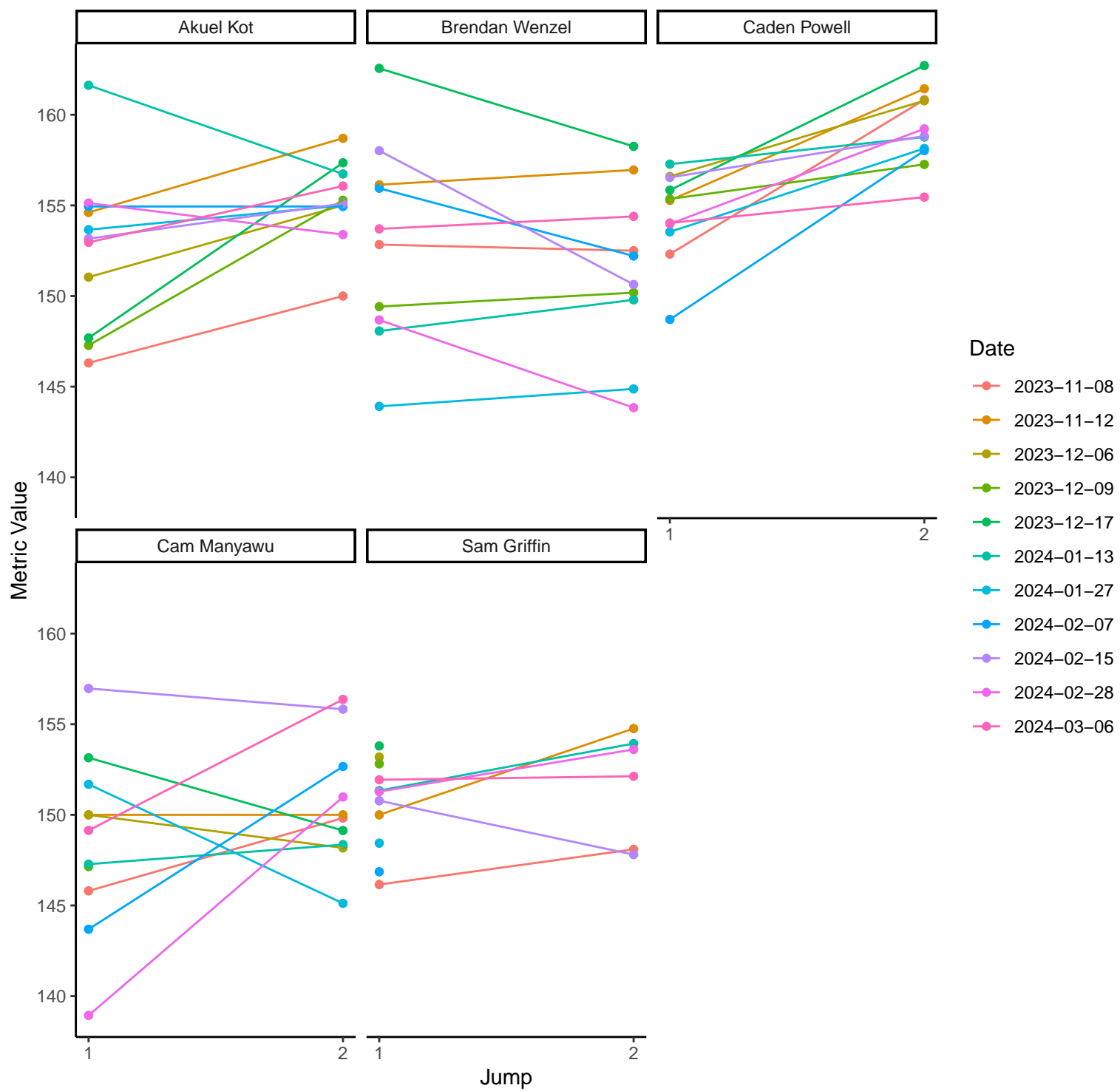
Vertical Velocity at Takeoff For Each Player Across Jumps



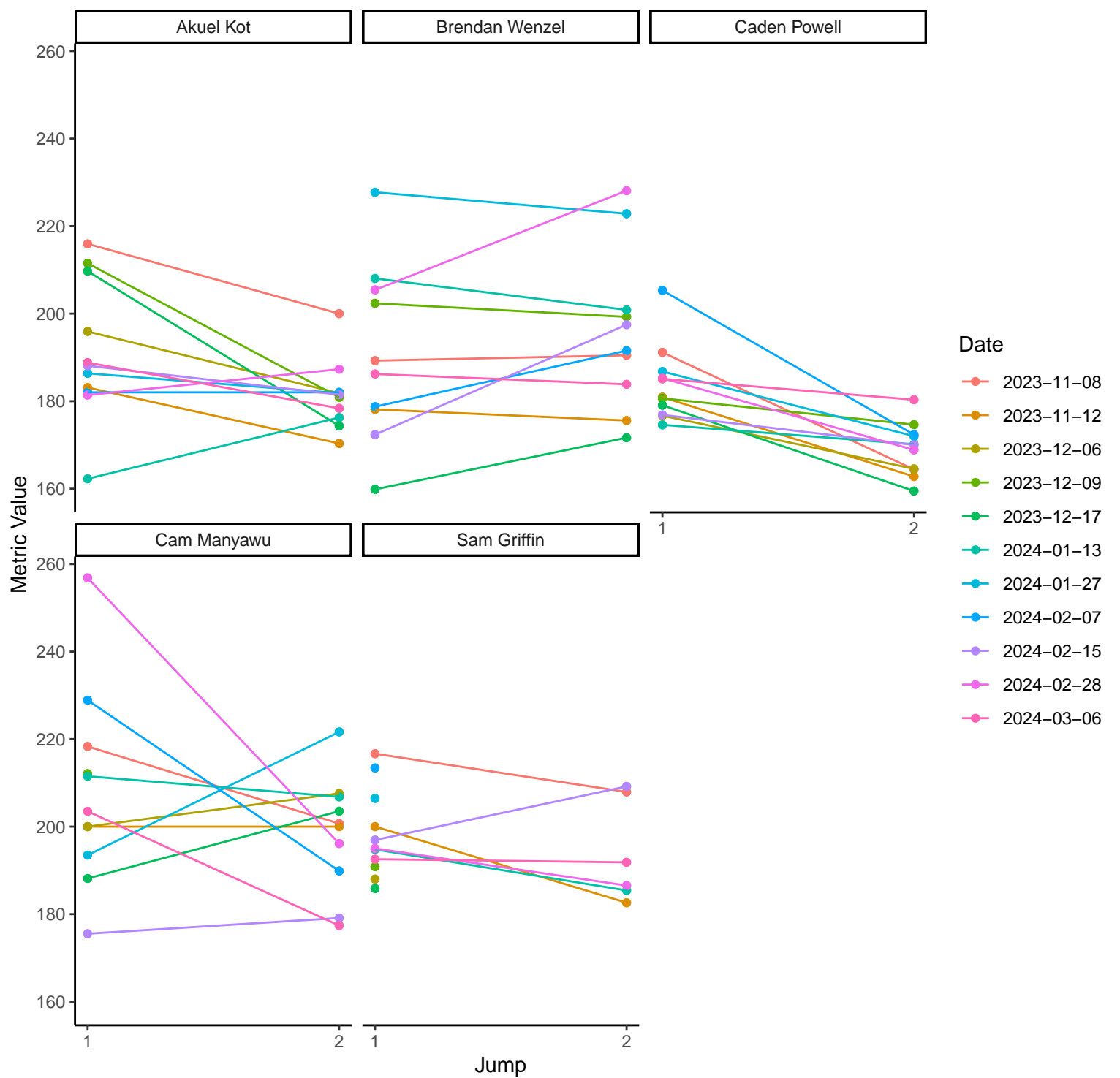
Concentric Duration For Each Player Across Jumps



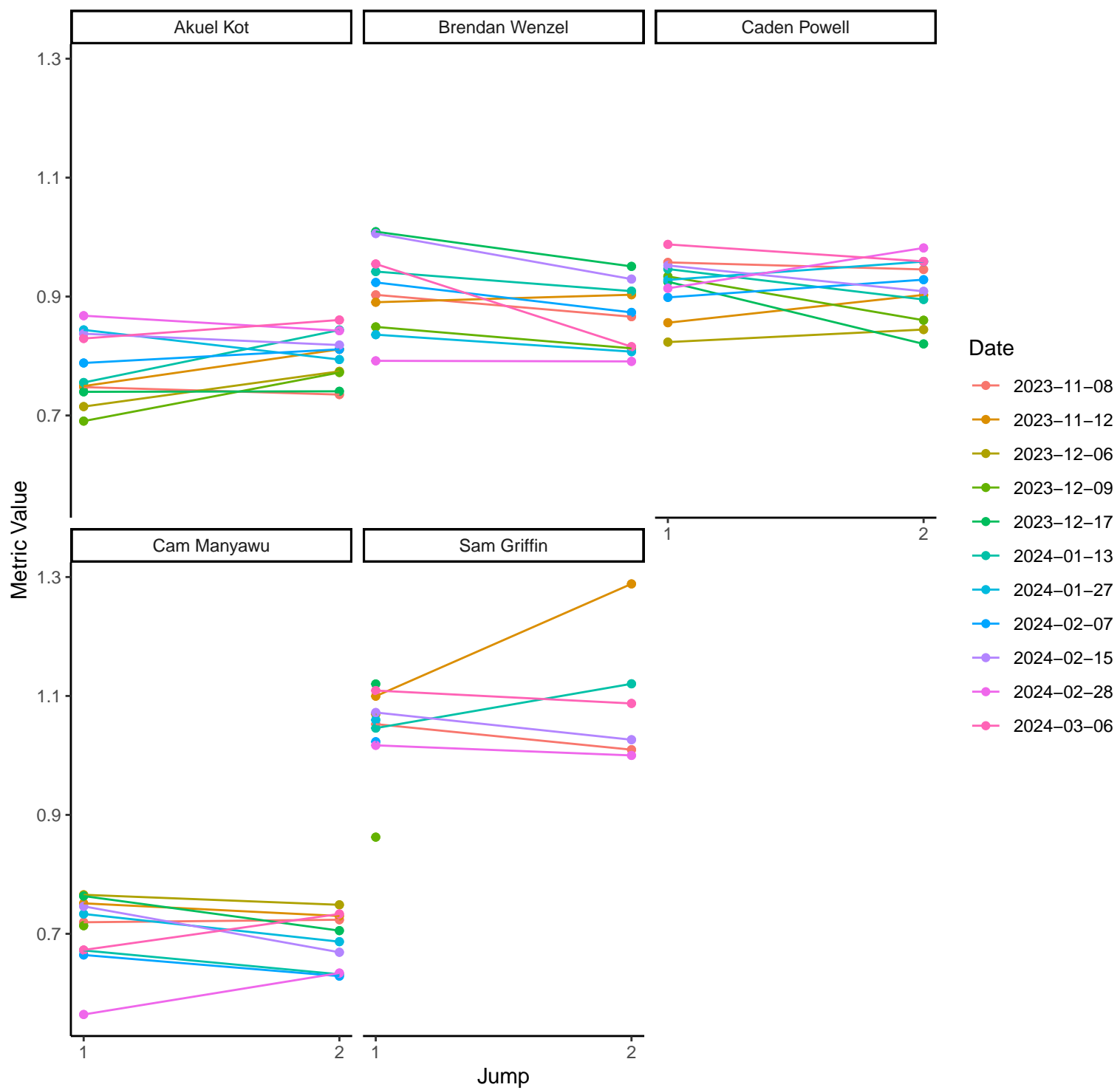
Contraction Time Eccentric Duration For Each Player Across Jumps



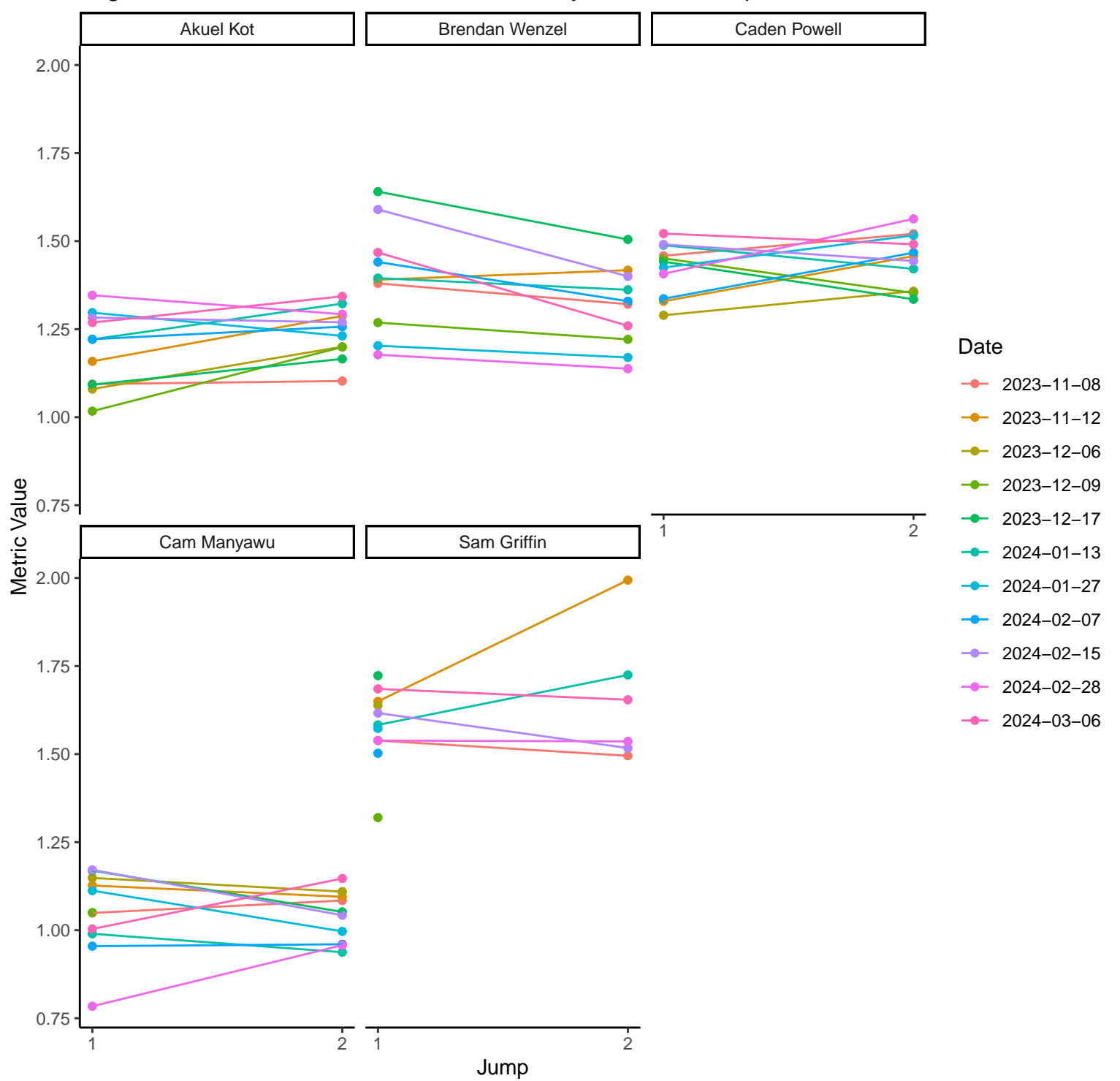
Eccentric Concentric Duration For Each Player Across Jumps



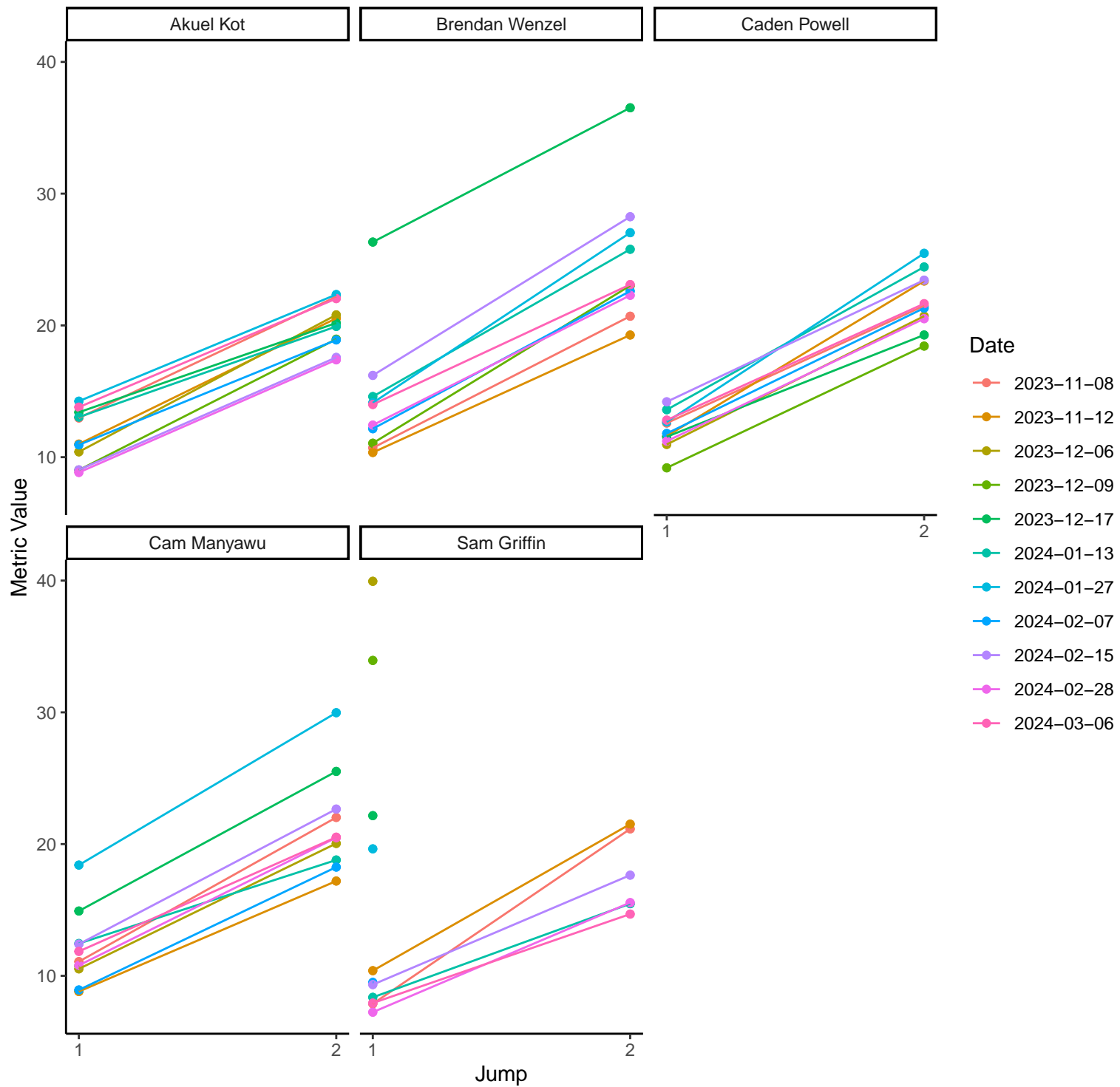
Flight Time Contraction Time For Each Player Across Jumps



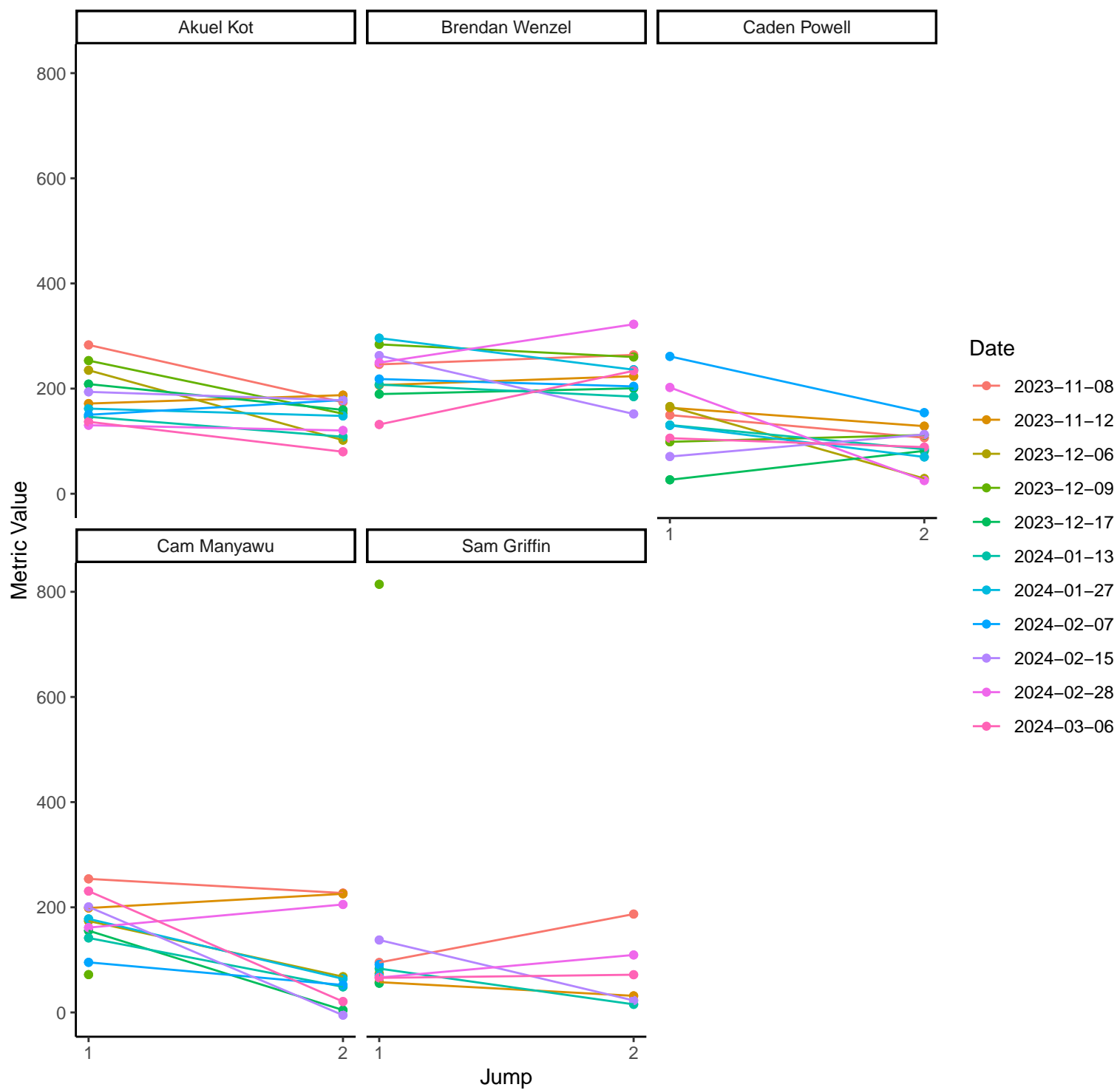
Flight Time Eccentric Duration For Each Player Across Jumps



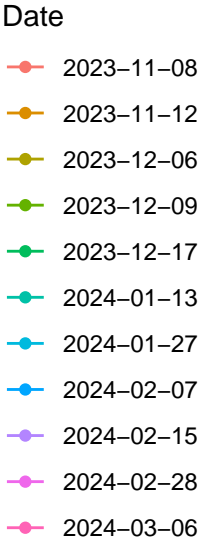
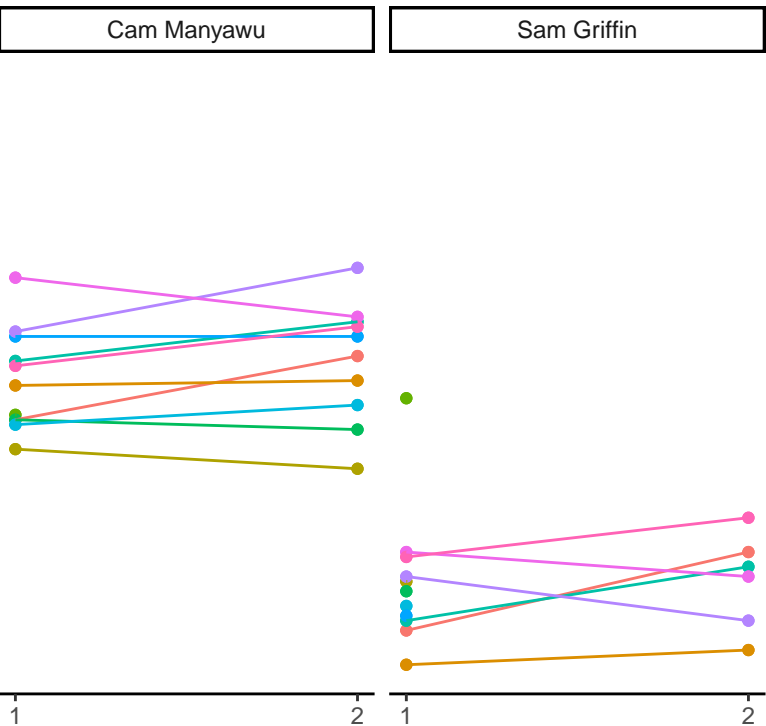
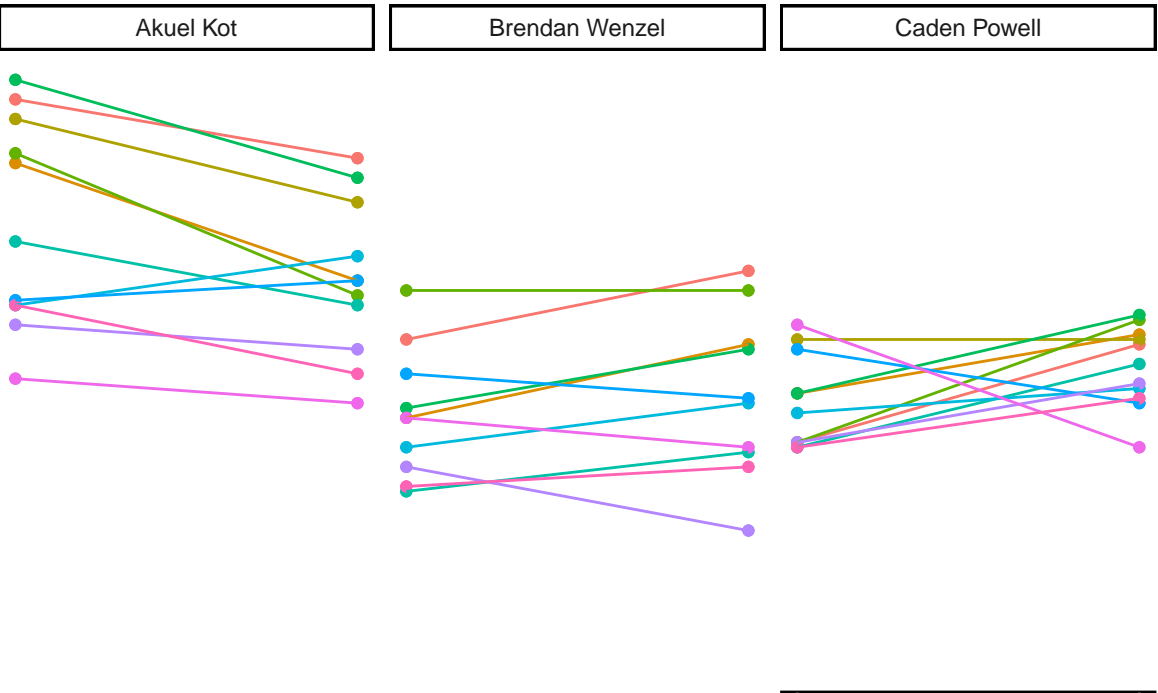
Start of Braking Phase For Each Player Across Jumps



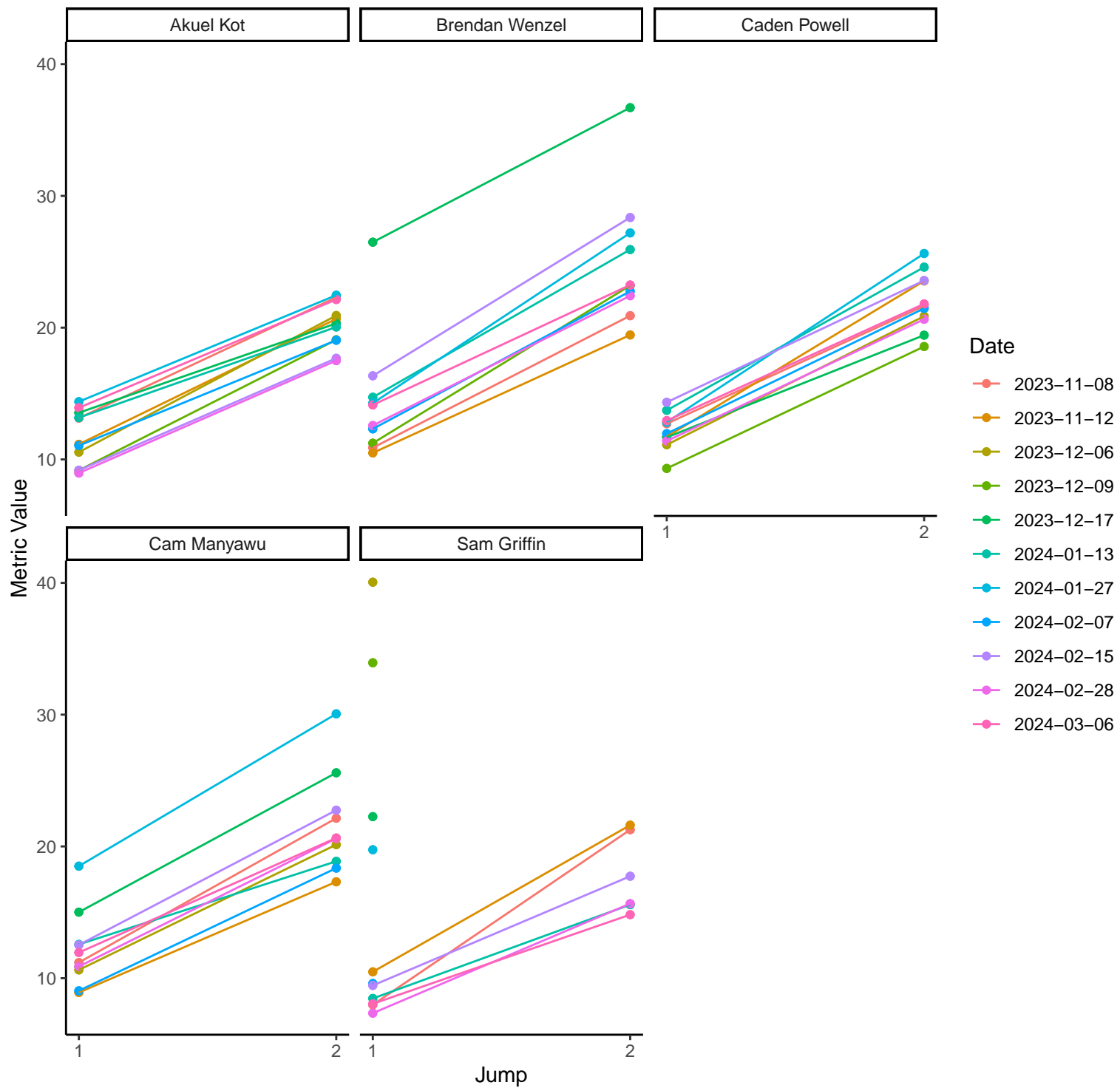
Minimum Eccentric Force For Each Player Across Jumps



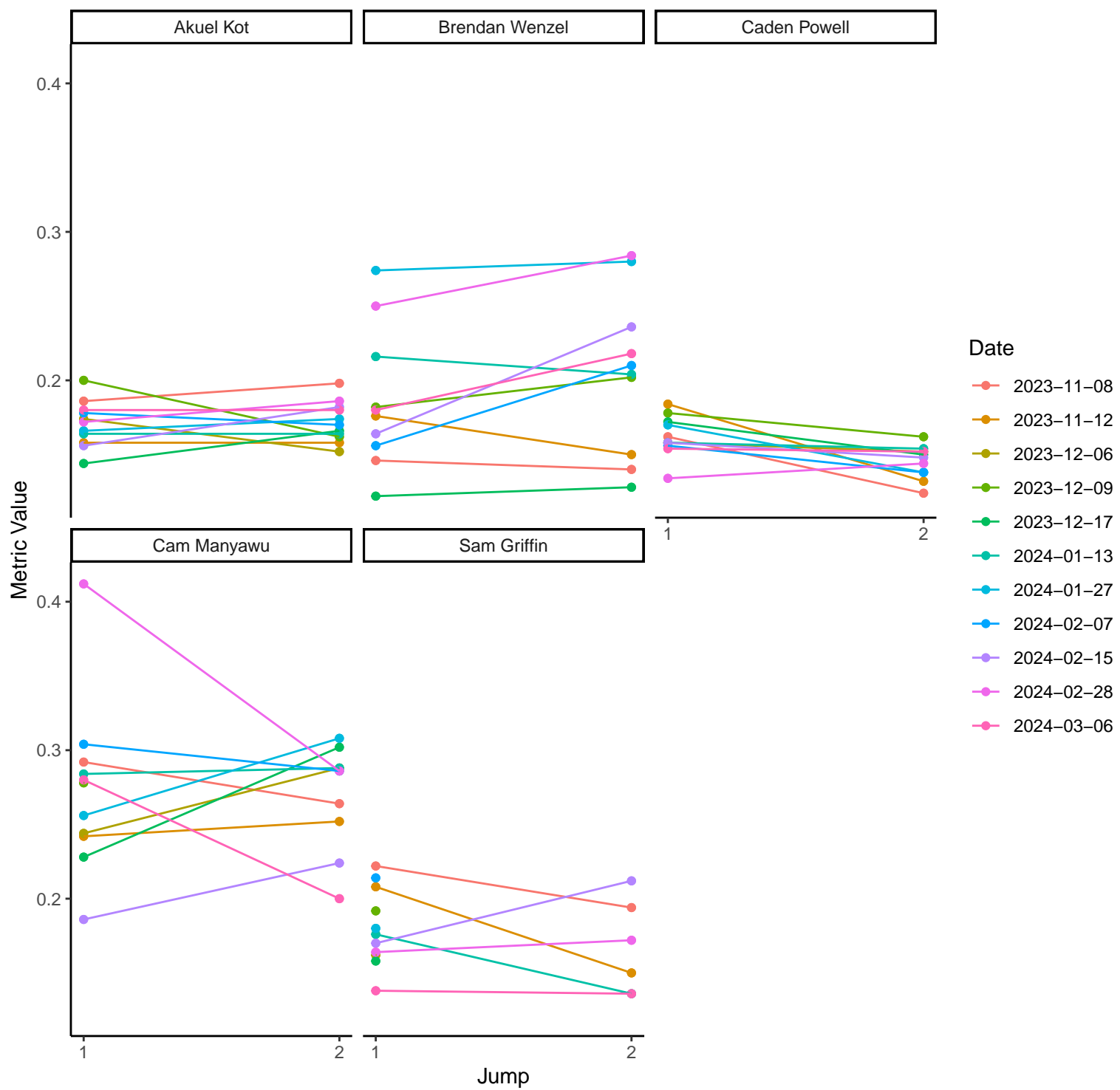
Braking Phase Duration For Each Player Across Jumps



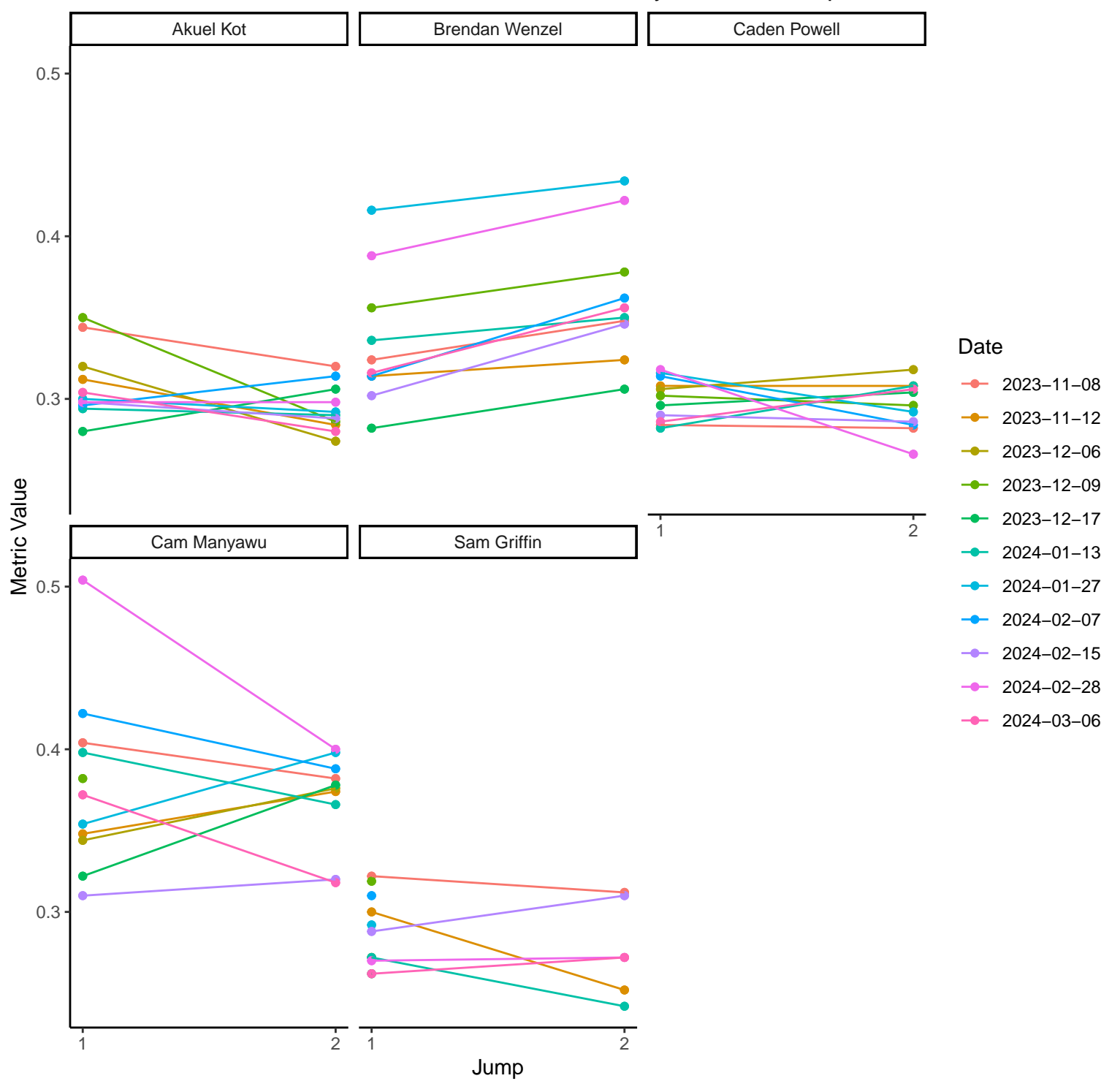
Start of Eccentric Deceleration Phase For Each Player Across Jumps



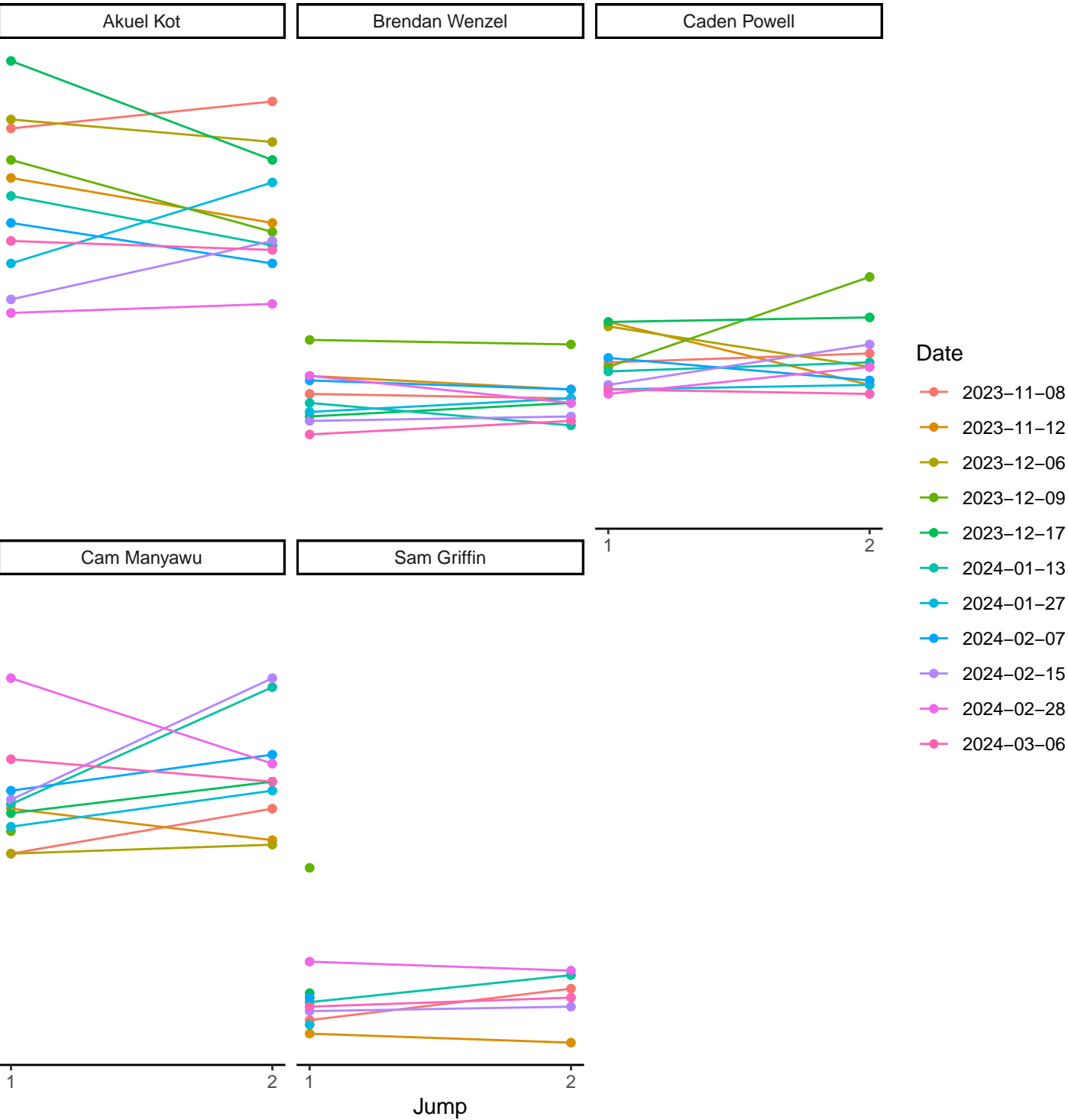
Time to Braking Phase For Each Player Across Jumps



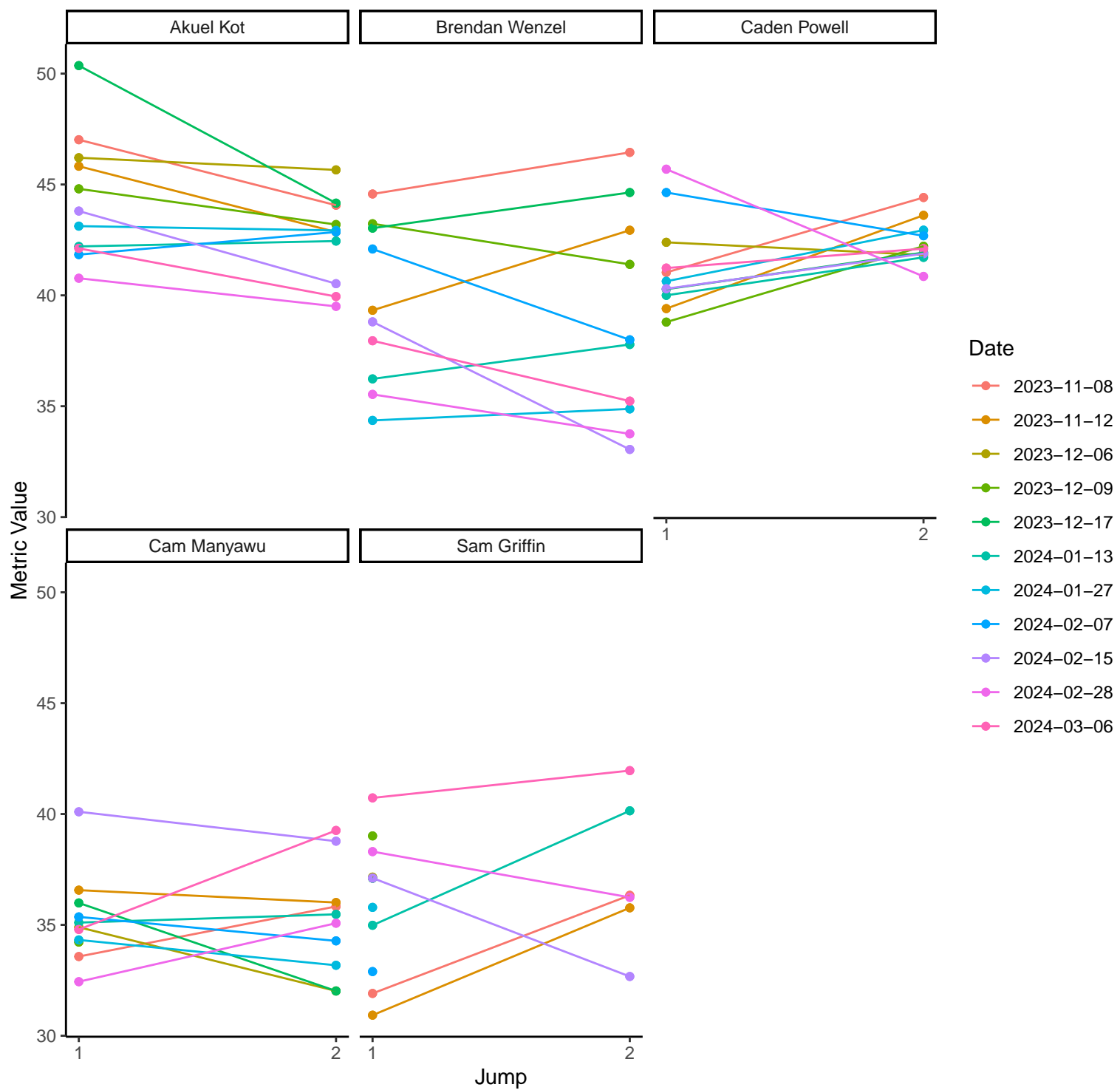
Eccentric Acceleration Phase Duration For Each Player Across Jumps



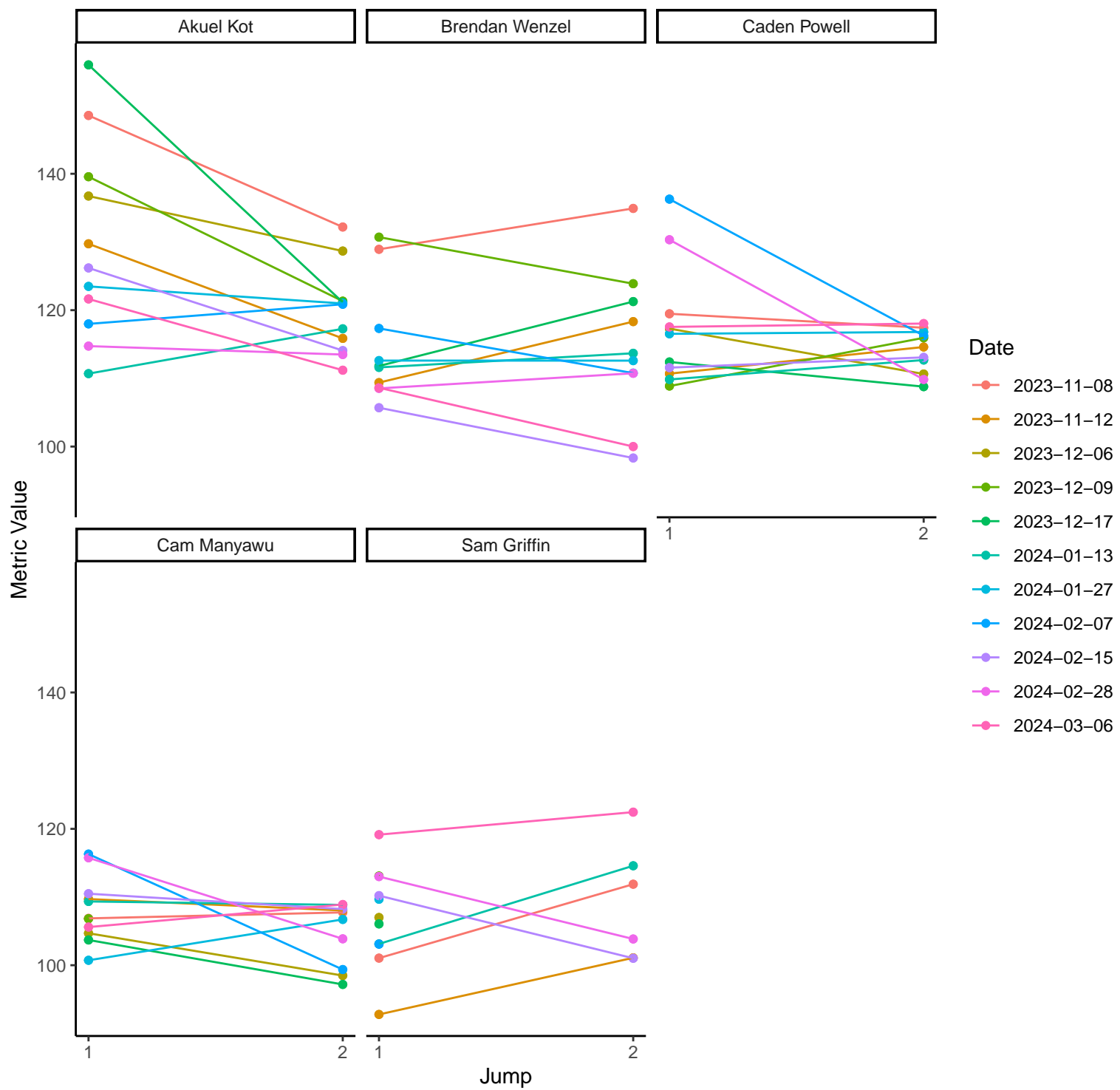
Eccentric Deceleration Phase Duration For Each Player Across Jumps



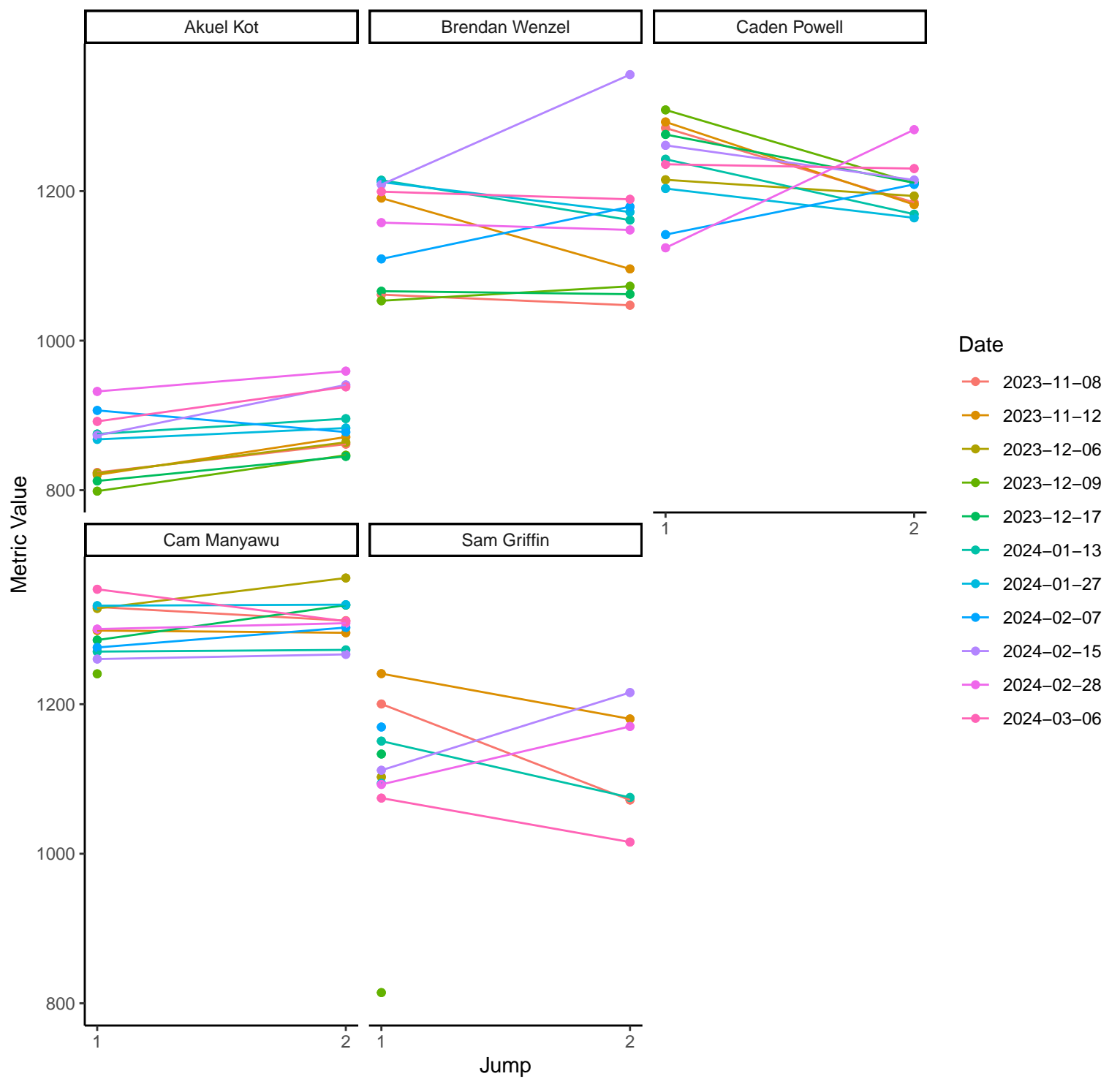
Braking Phase Duration Contraction Time For Each Player Across Jumps



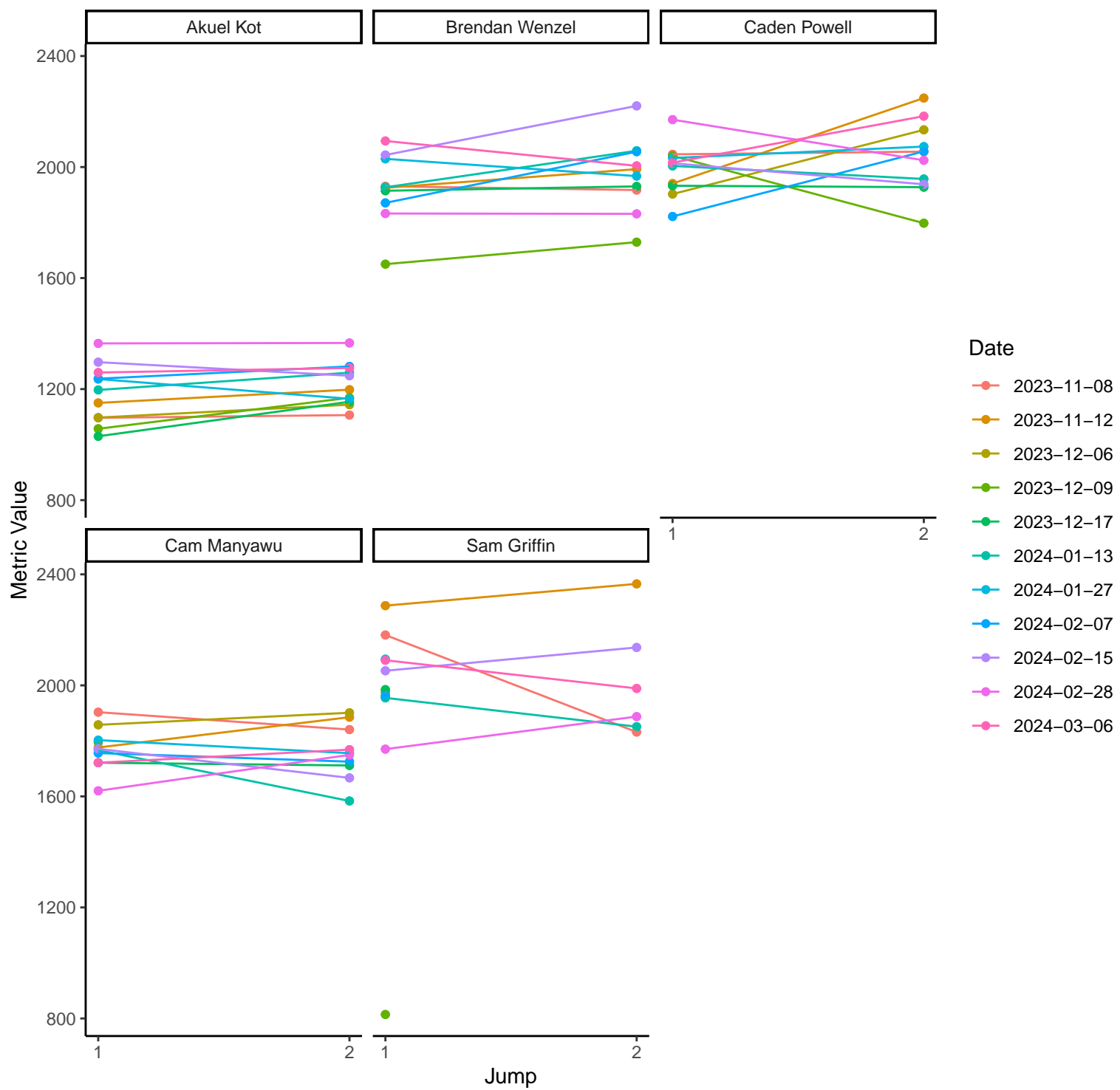
Braking Phase Duration Concentric Duration For Each Player Across Jumps



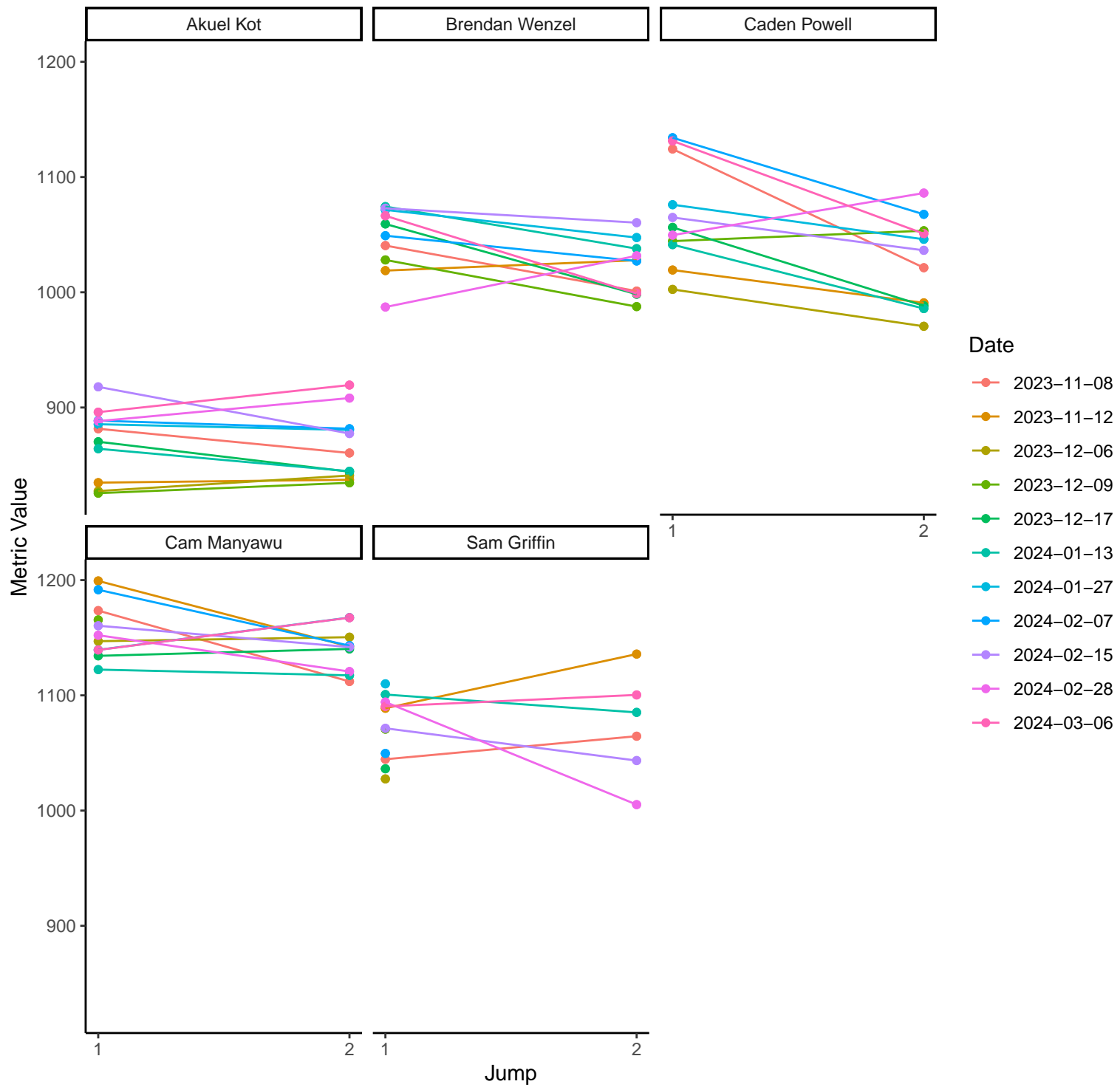
Eccentric Mean Braking Force For Each Player Across Jumps



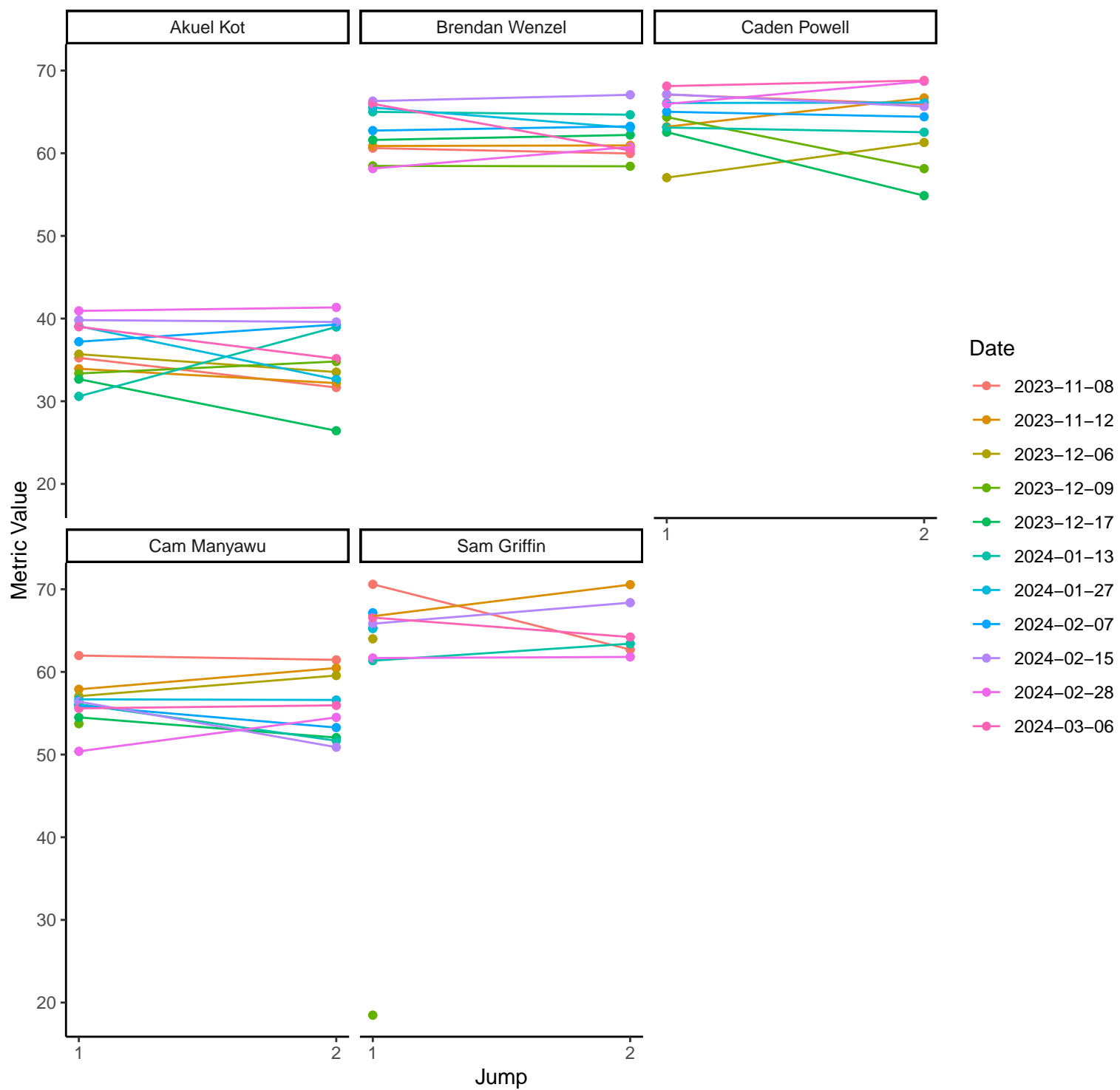
Eccentric Mean Deceleration Force For Each Player Across Jumps



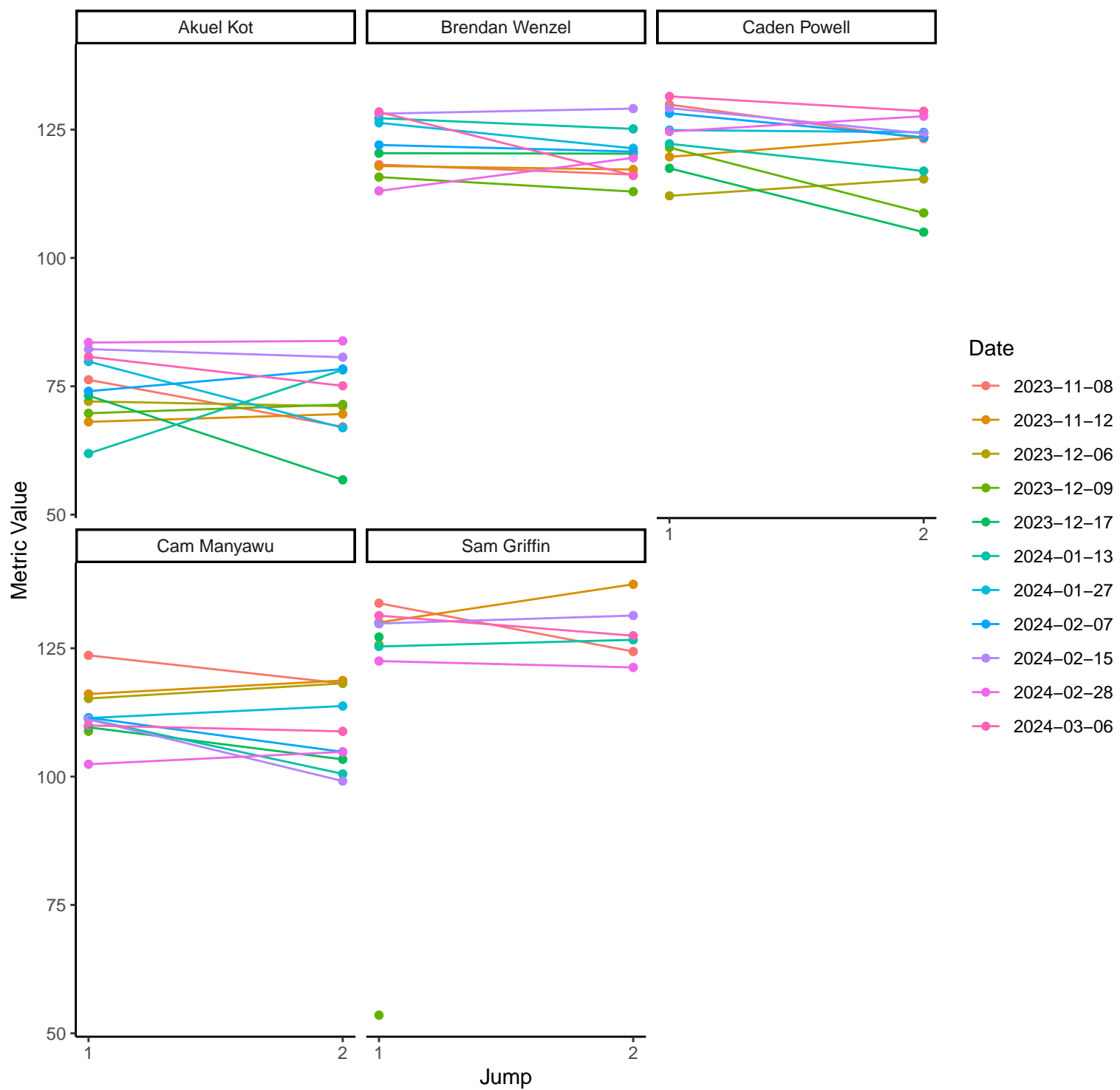
Force at Peak Power For Each Player Across Jumps



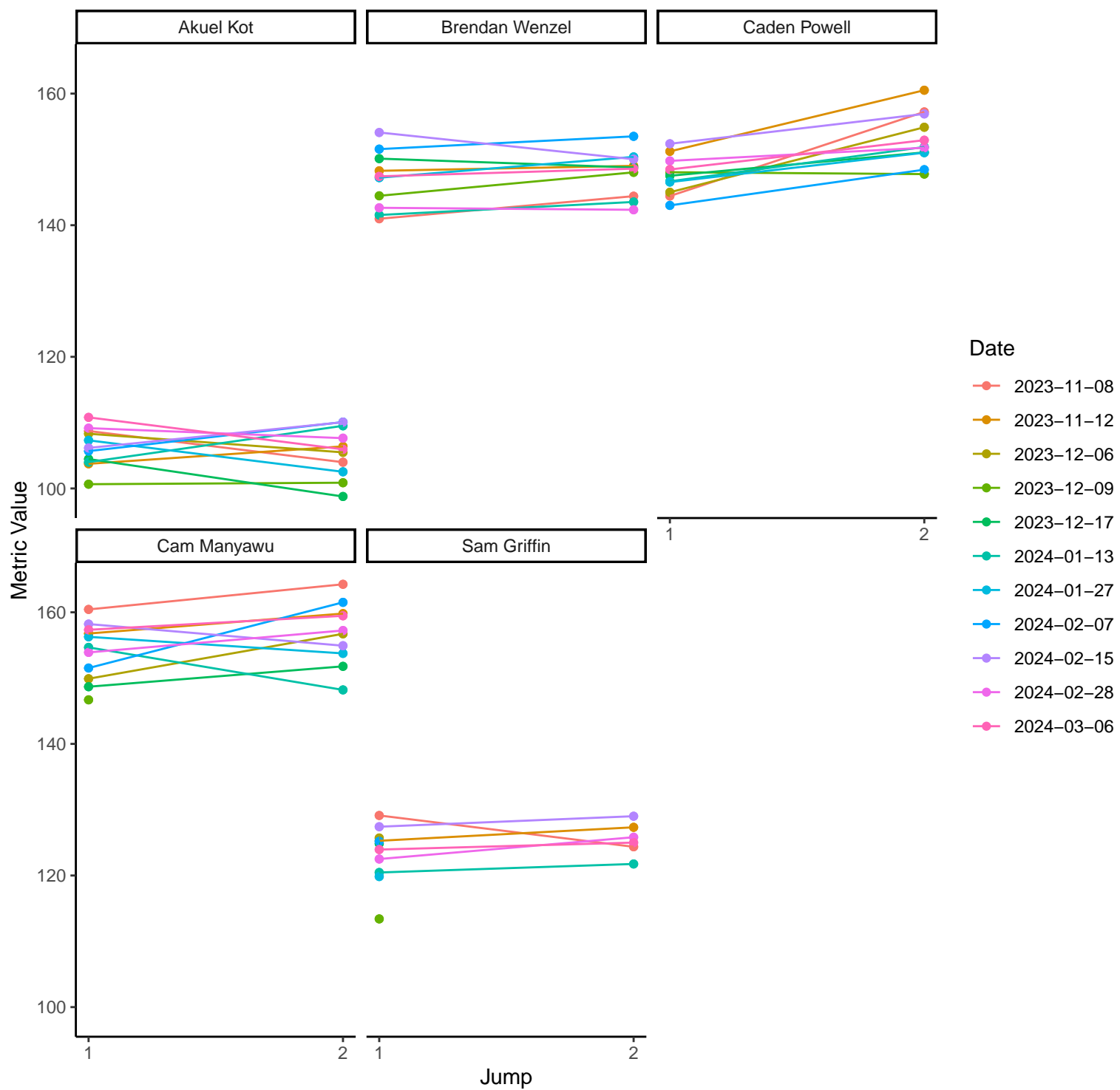
Concentric Impulse 50 Ms For Each Player Across Jumps



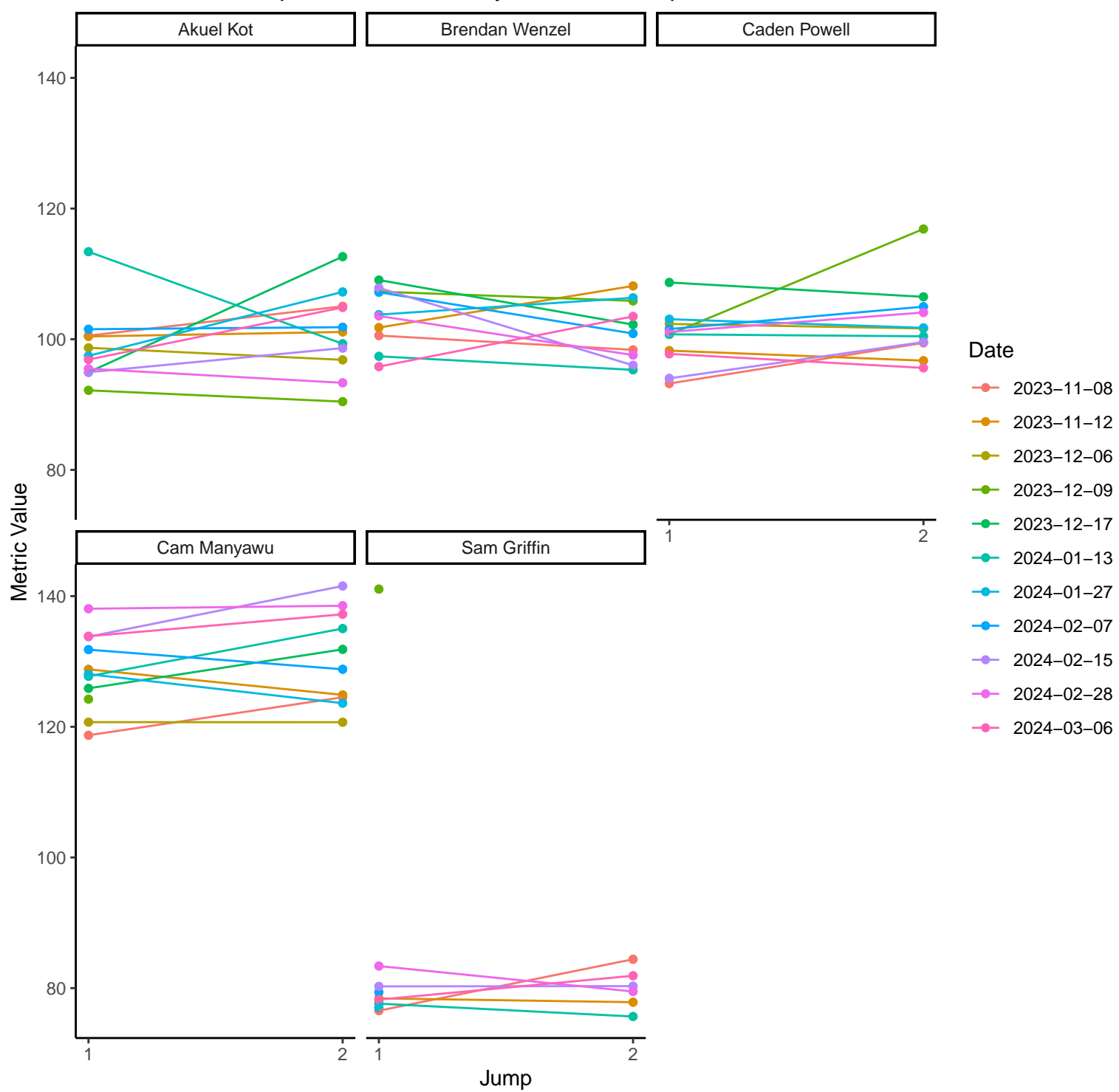
Concentric Impulse 100 Ms For Each Player Across Jumps



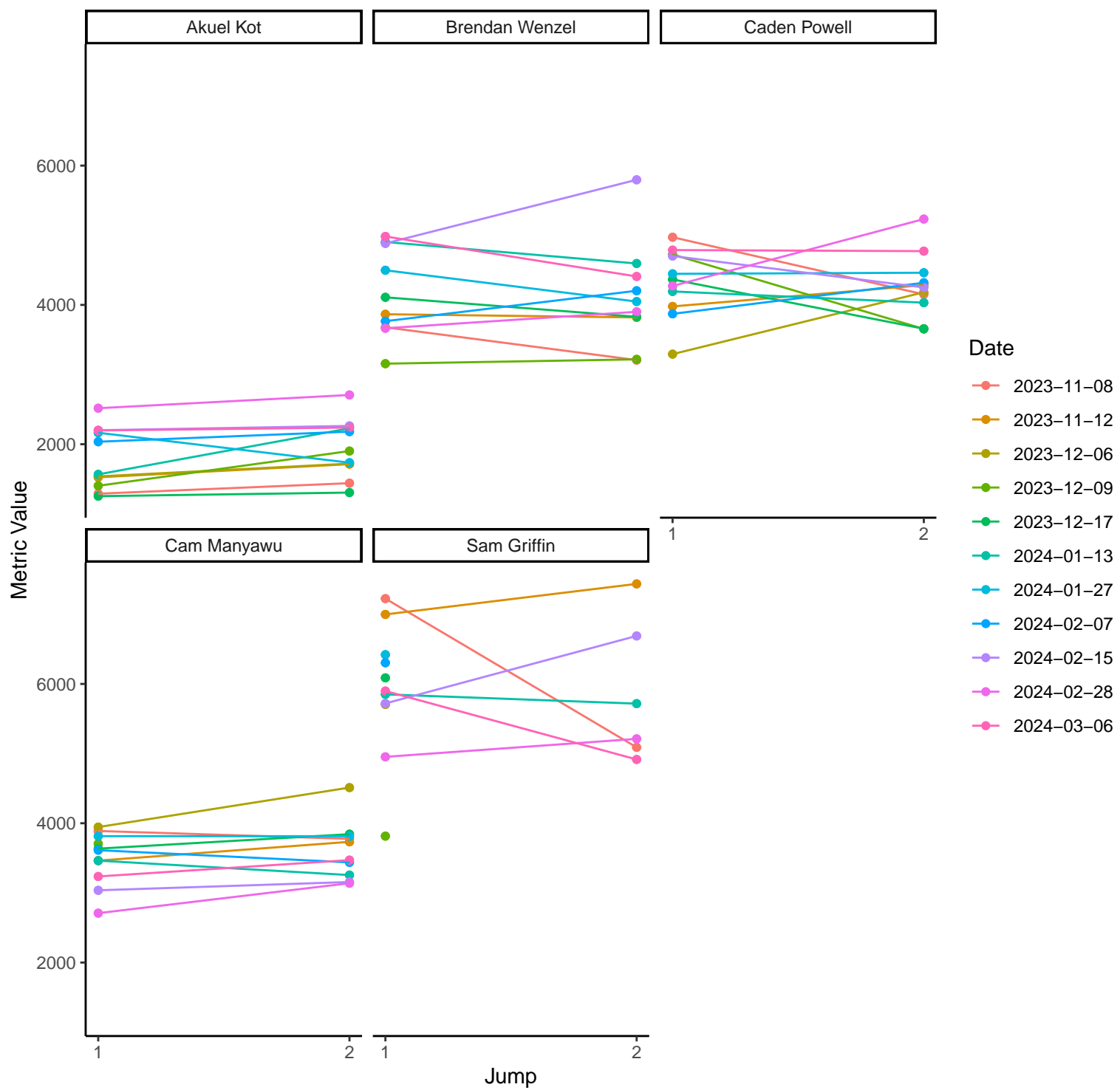
P 1 Concentric Impulse For Each Player Across Jumps



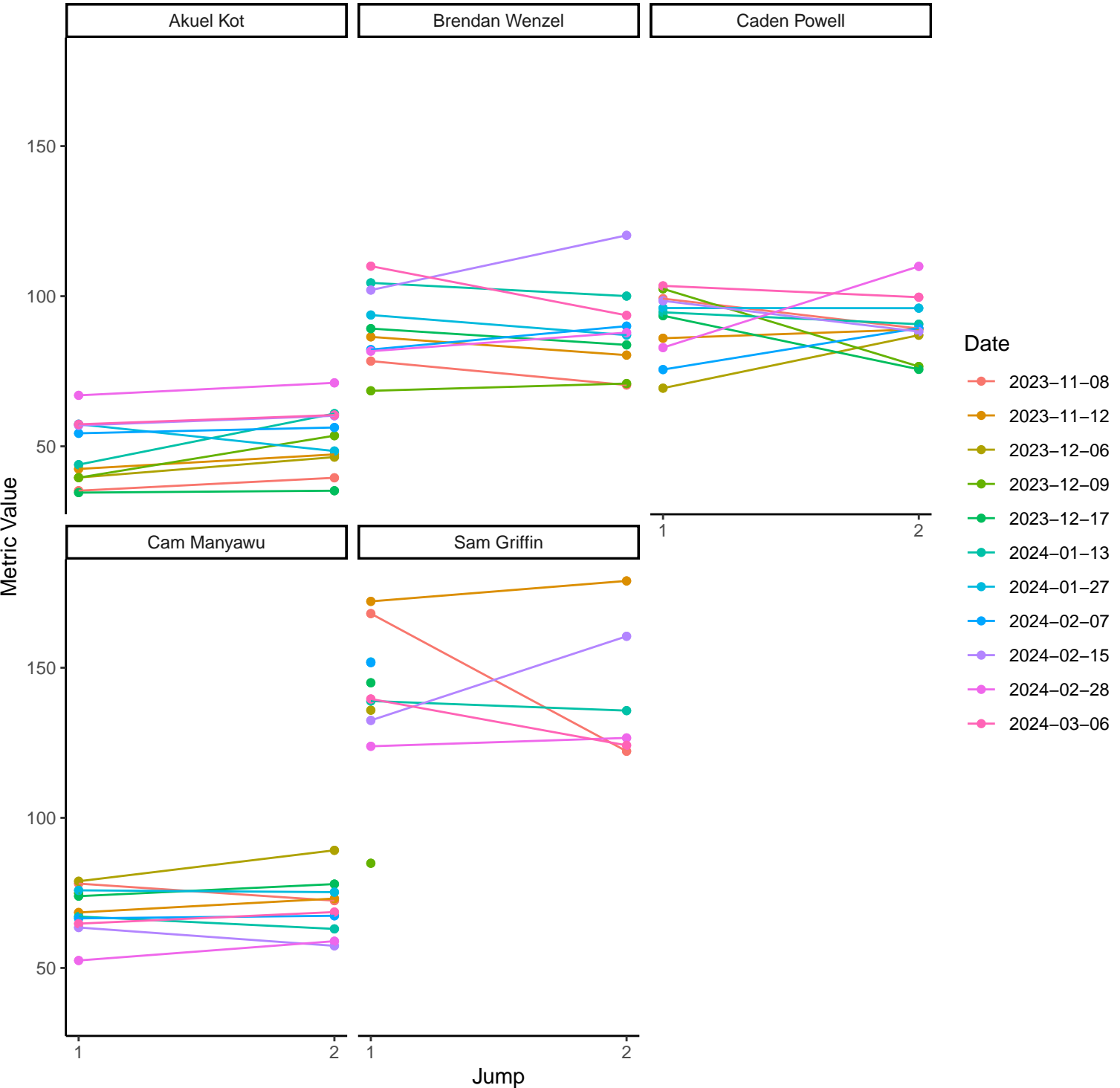
P 2 Concentric Impulse For Each Player Across Jumps



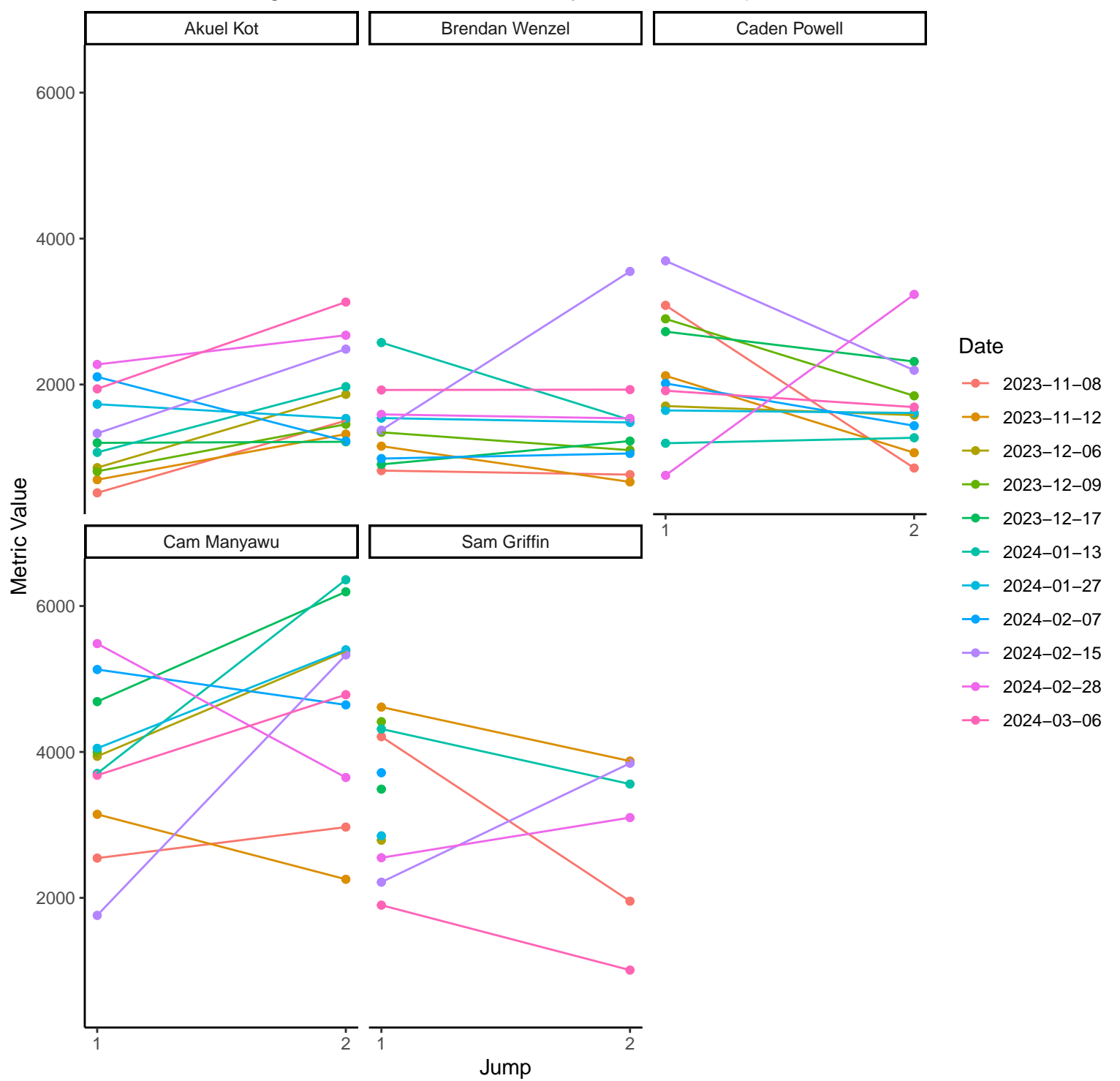
Eccentric Braking Rfd For Each Player Across Jumps



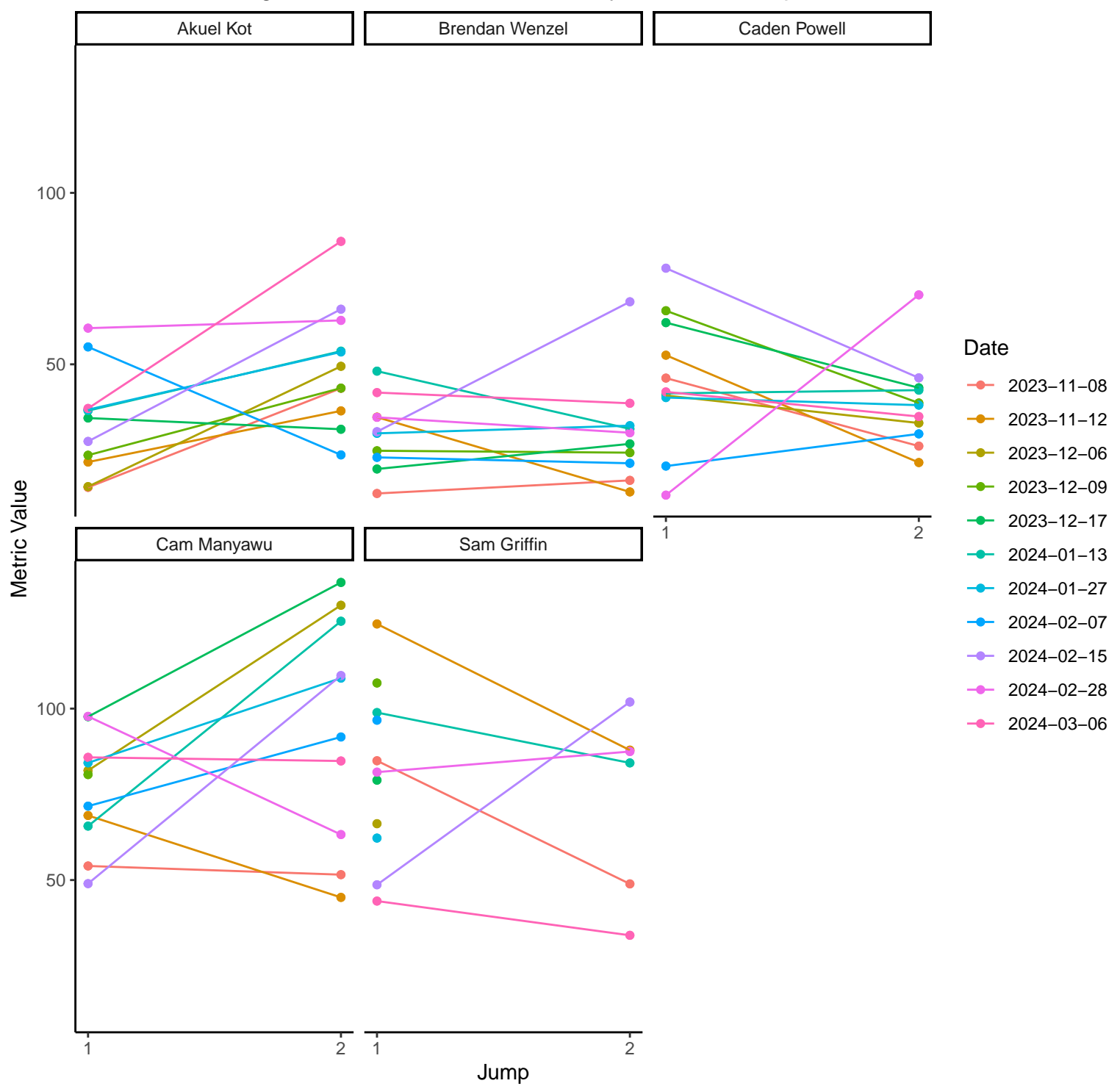
Eccentric Braking Rfd Bm For Each Player Across Jumps



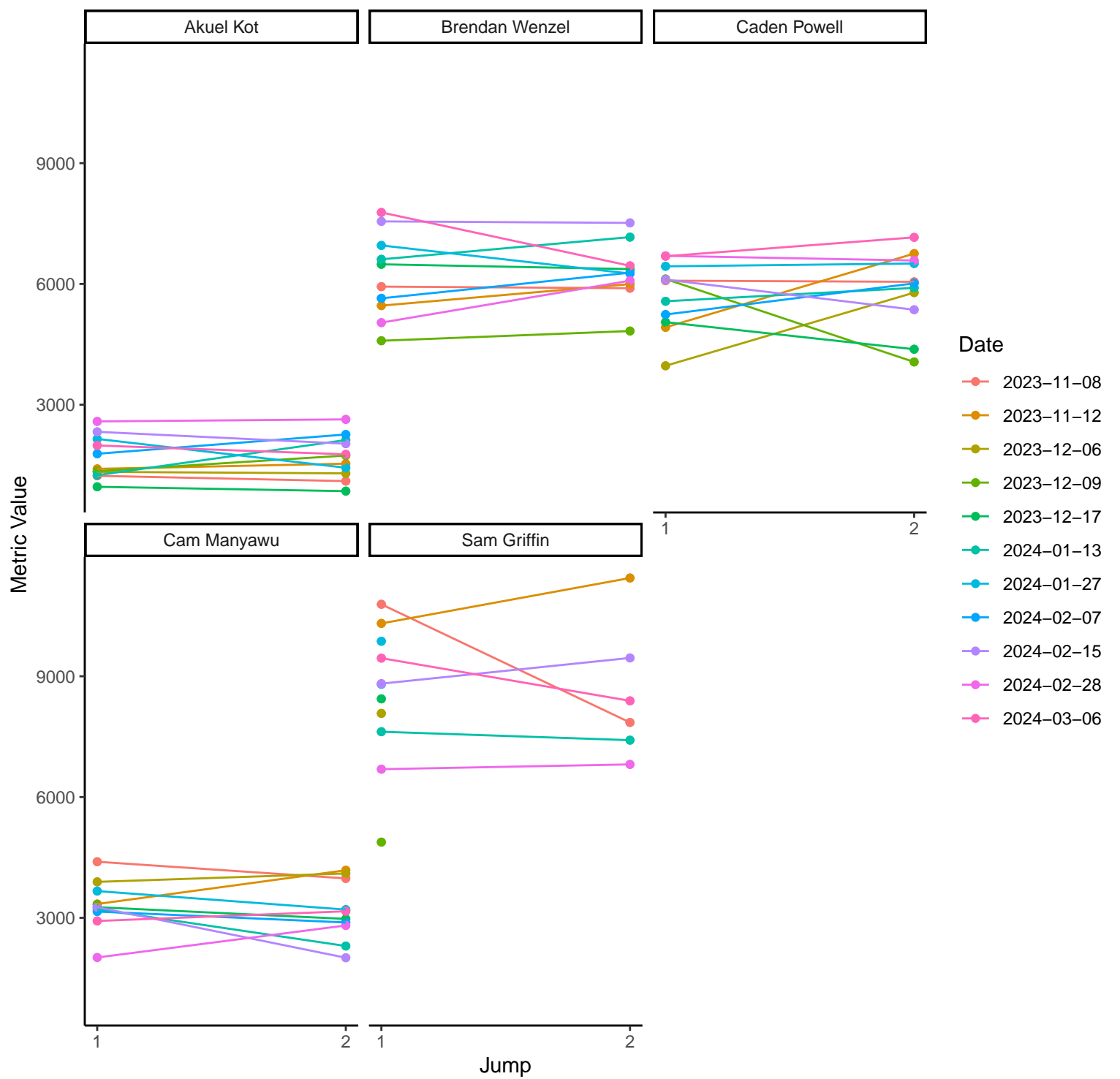
Eccentric Braking Rfd 100 Ms For Each Player Across Jumps



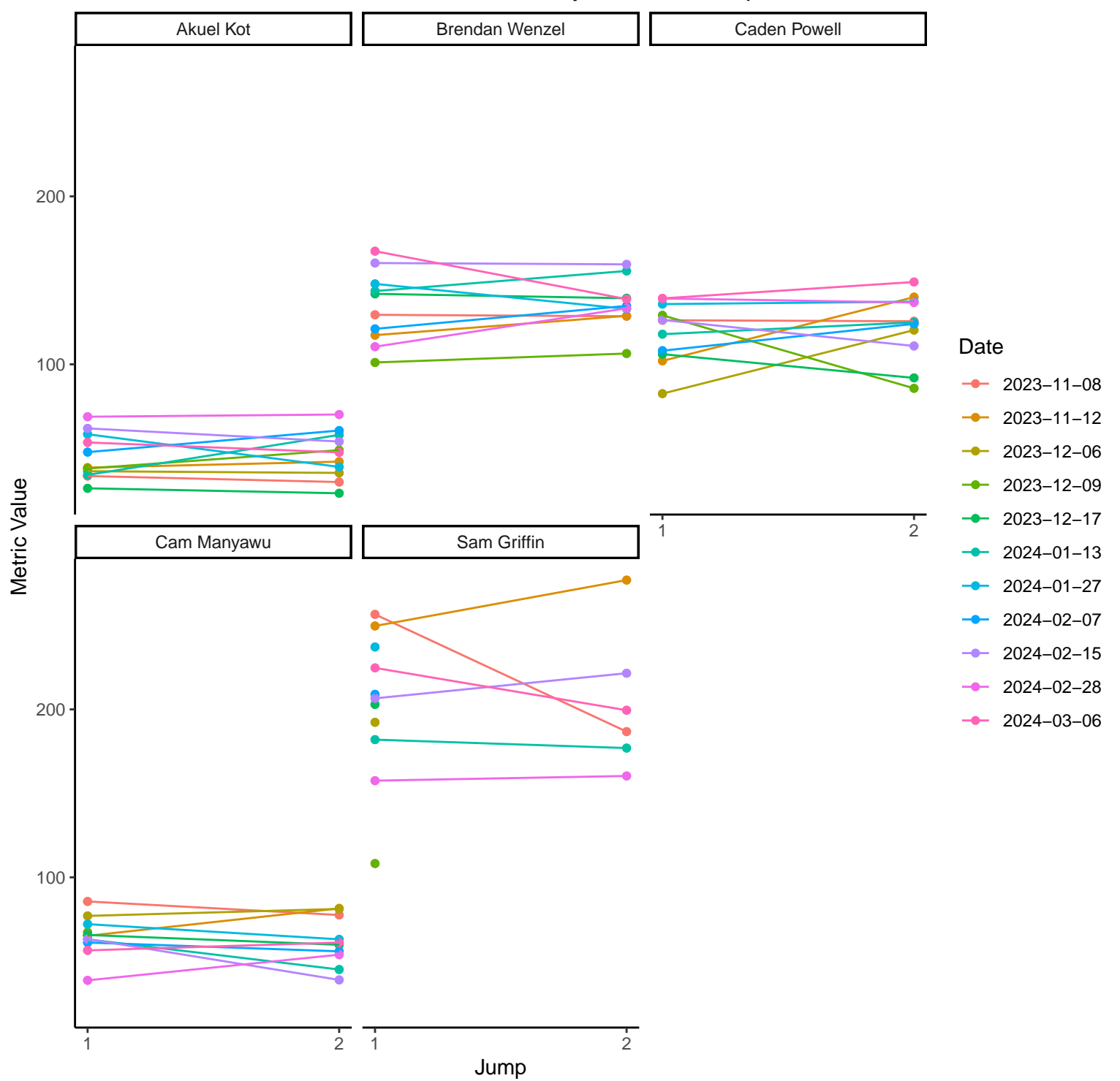
Eccentric Braking Rfd 100 Ms Bm For Each Player Across Jumps



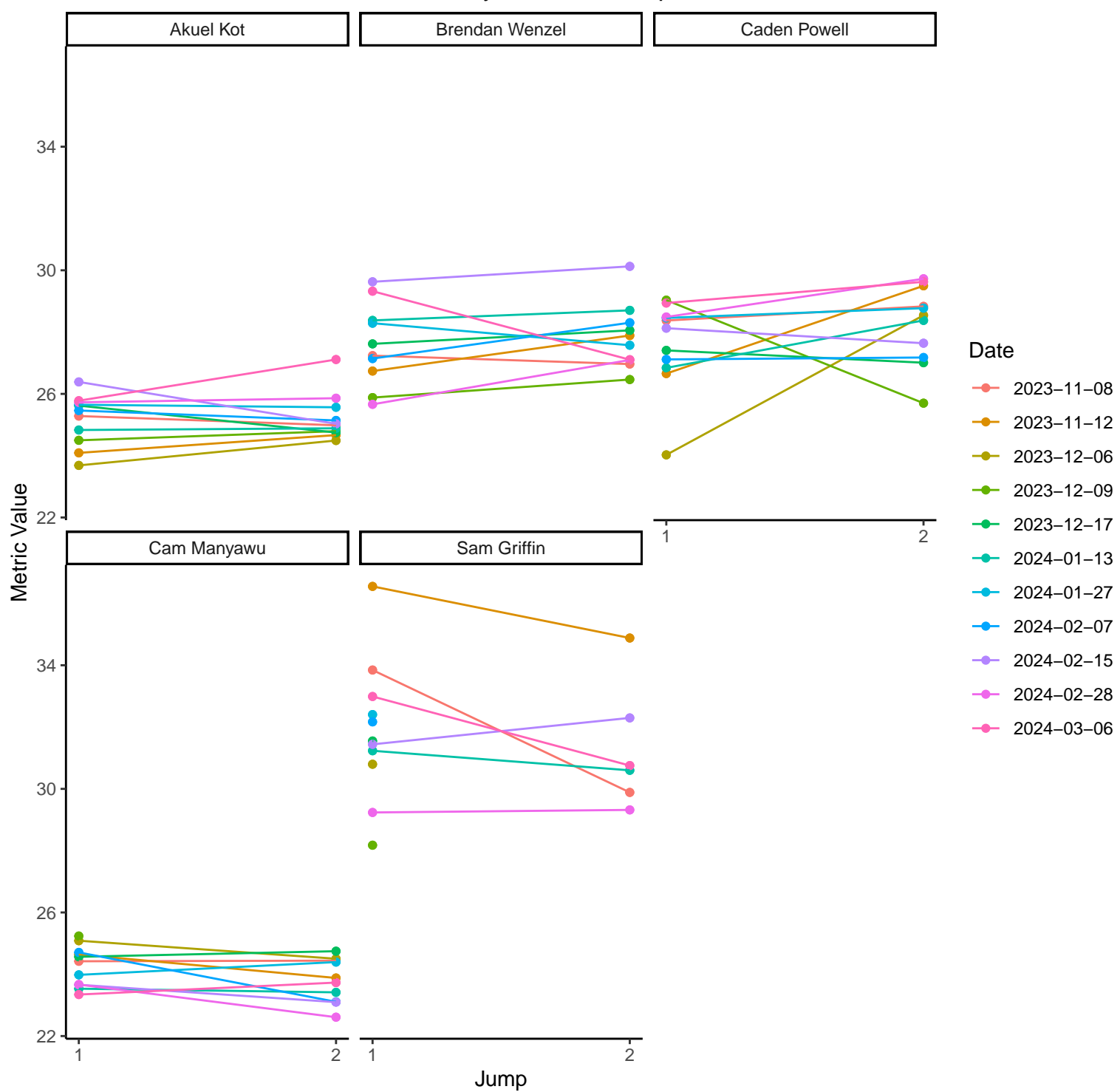
Eccentric Deceleration Rfd For Each Player Across Jumps



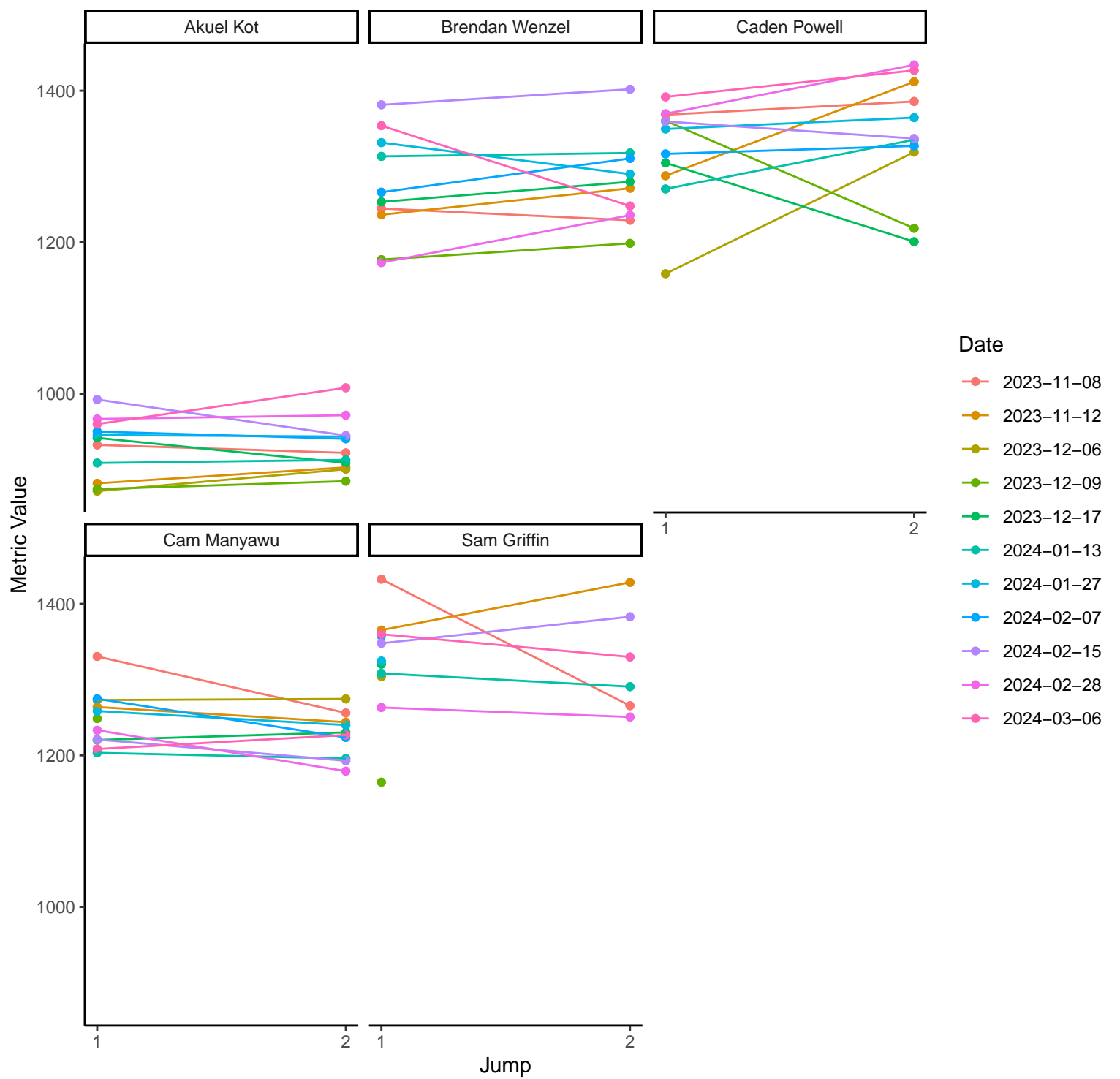
Eccentric Deceleration Rfd Bm For Each Player Across Jumps



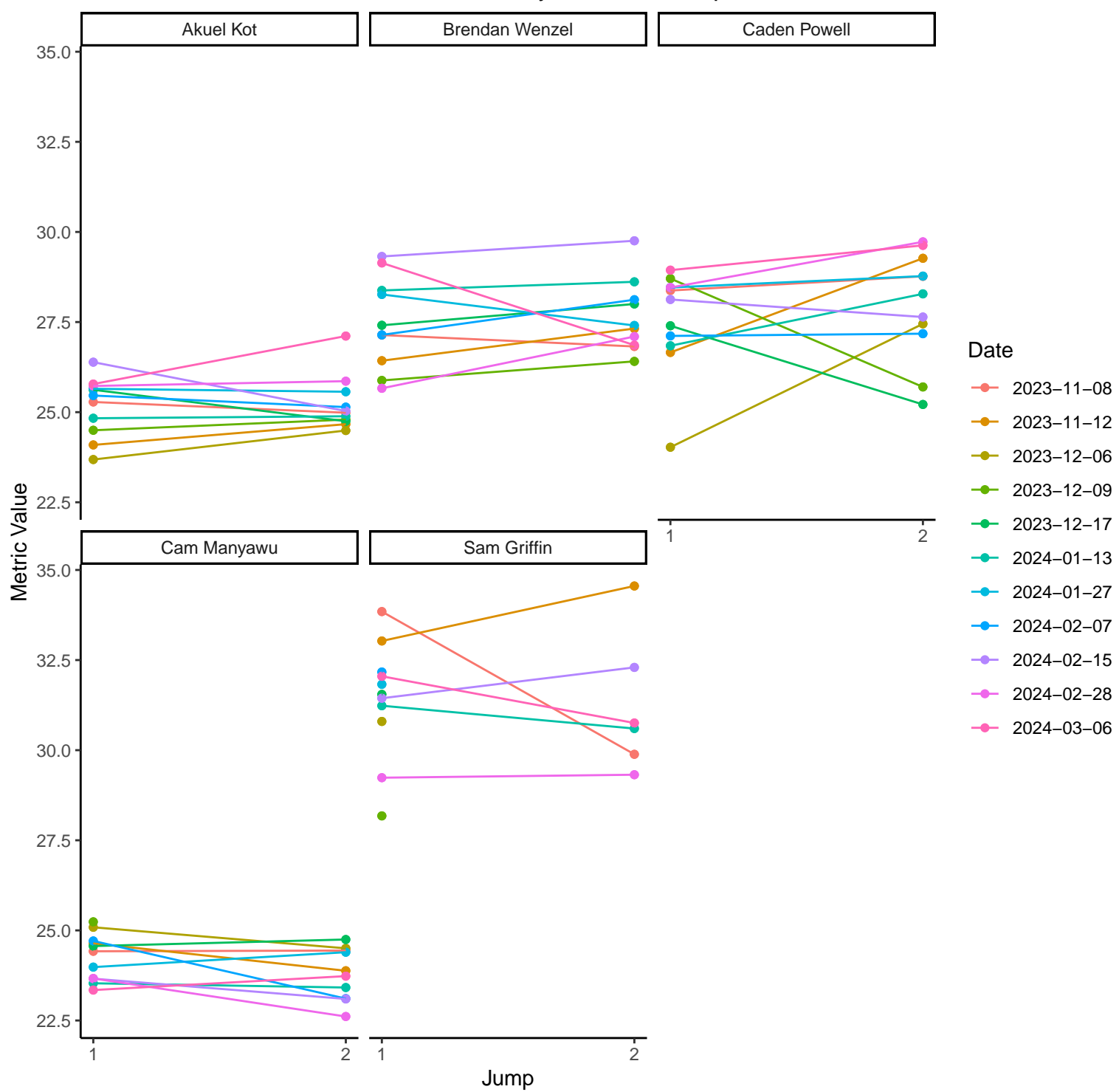
Takeoff Peak Force Bm For Each Player Across Jumps



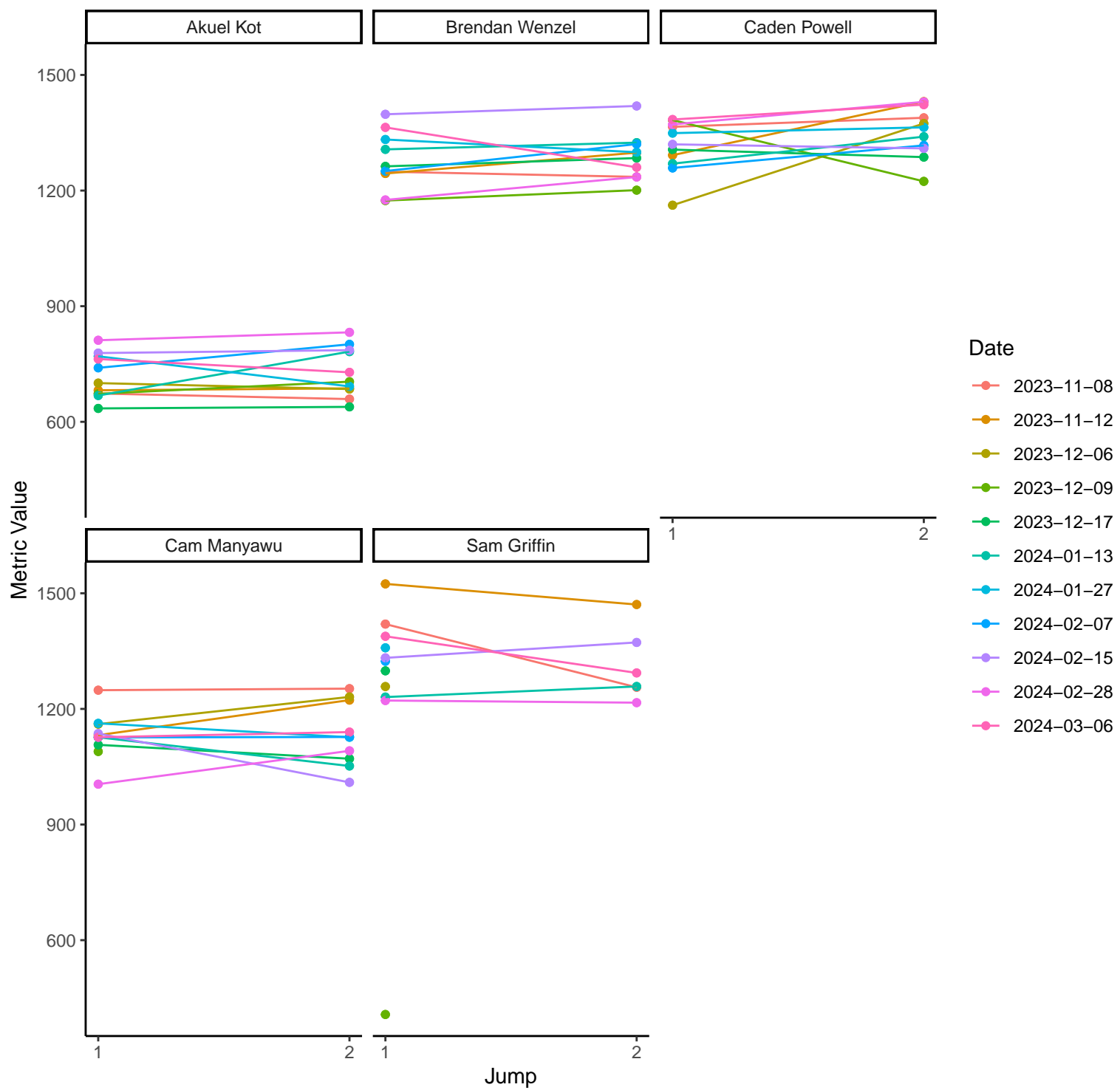
Concentric Peak Force For Each Player Across Jumps



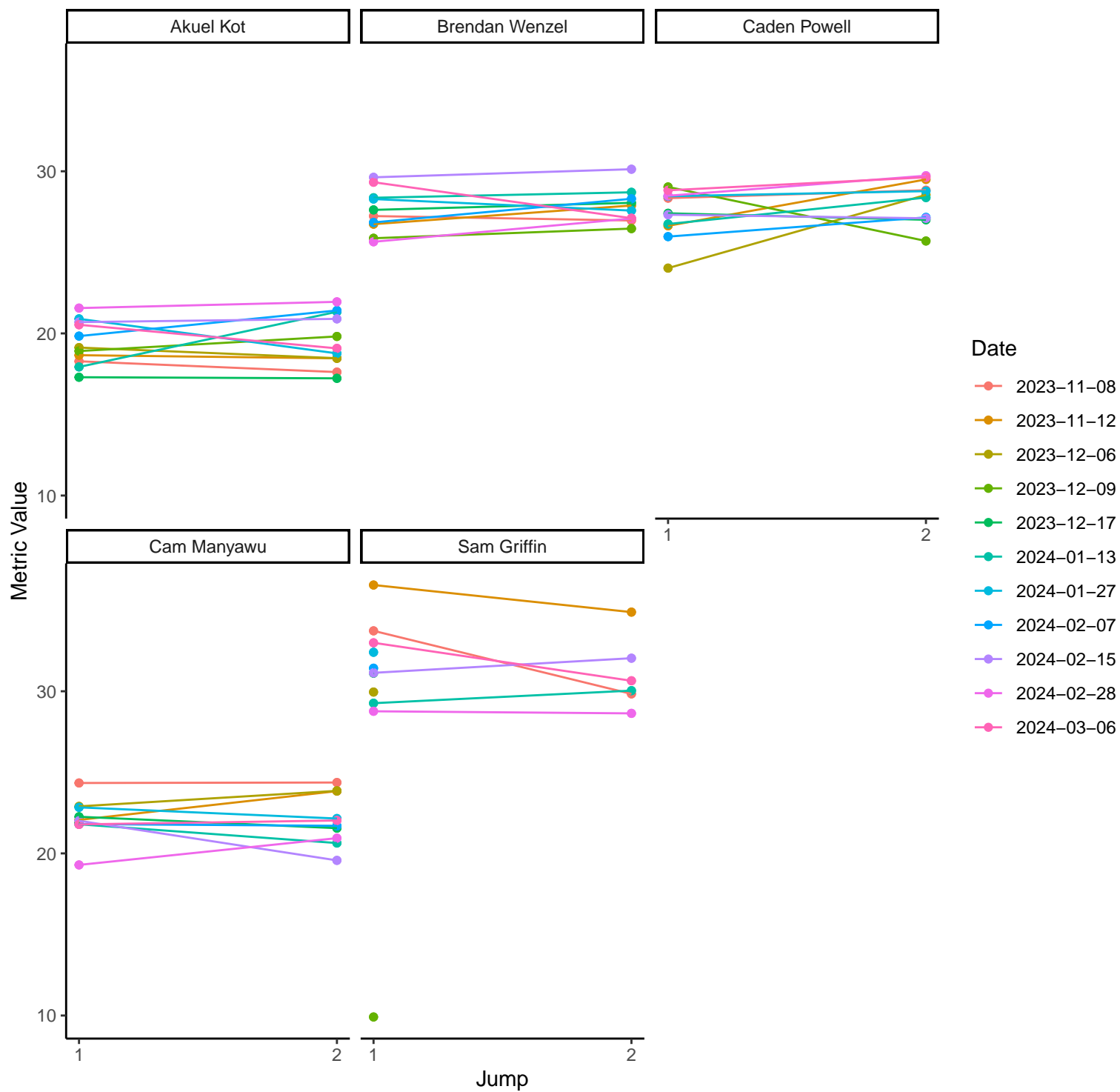
Concentric Peak Force Bm For Each Player Across Jumps



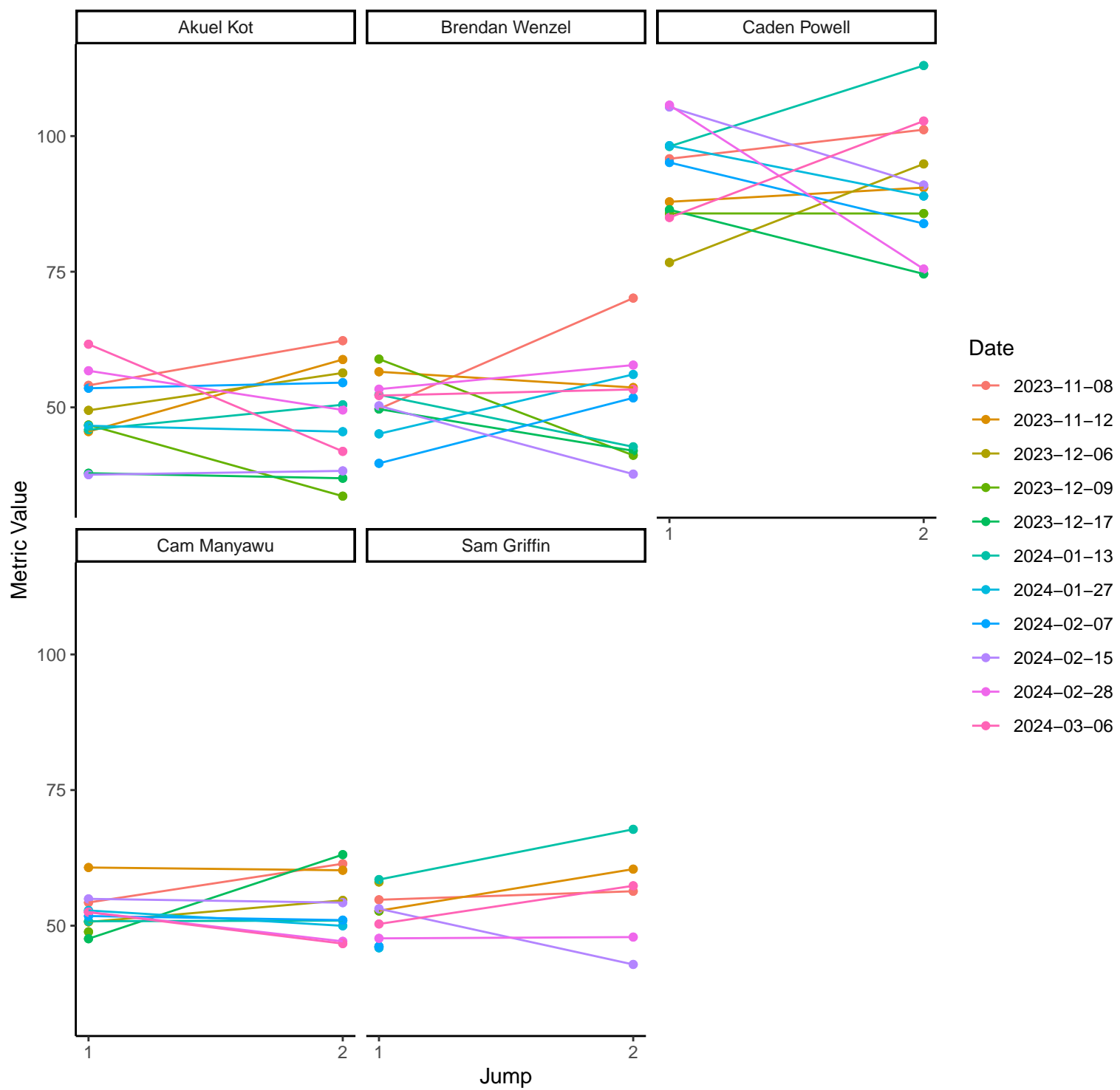
Eccentric Peak Force For Each Player Across Jumps



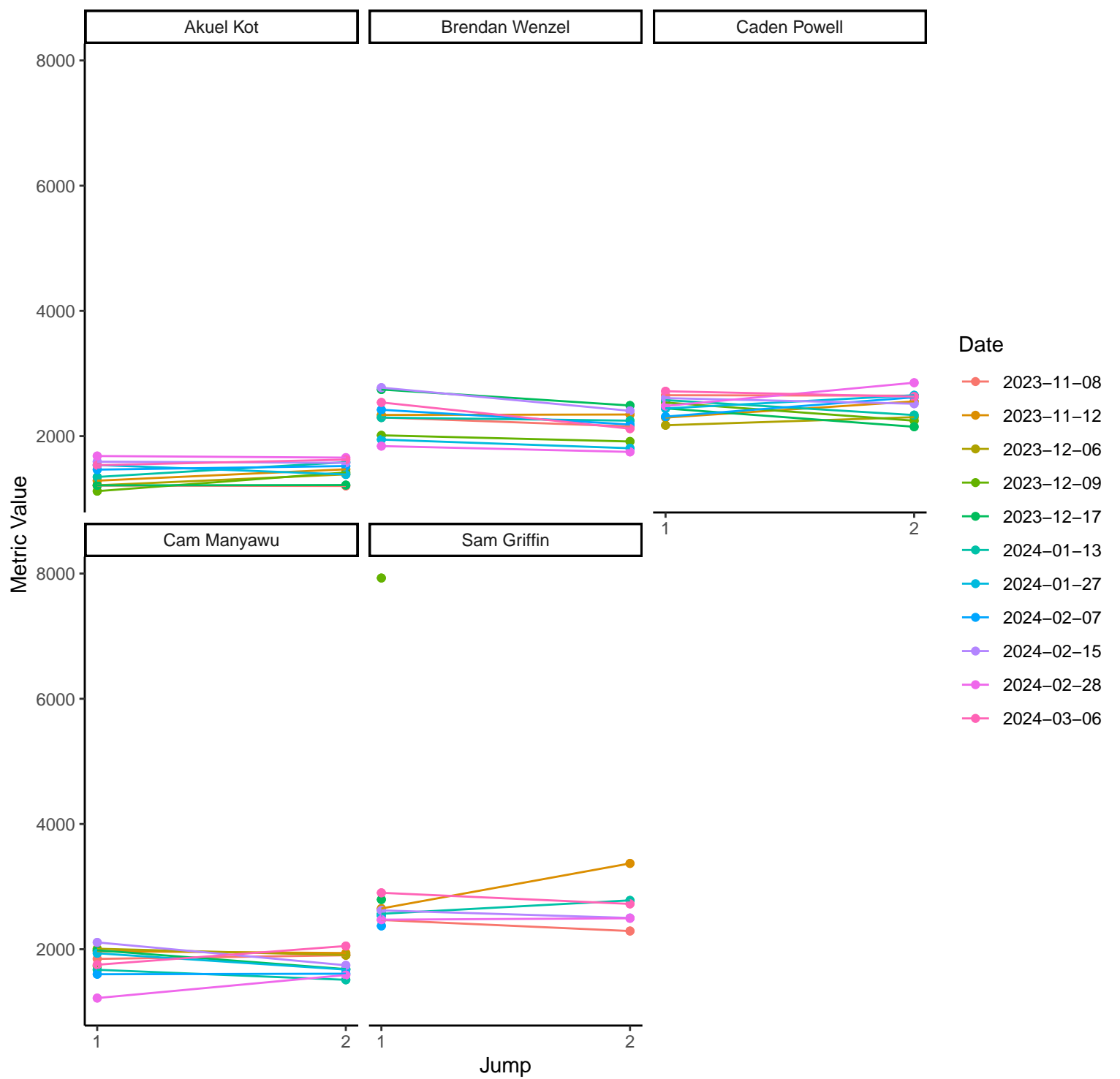
Eccentric Peak Force Bm For Each Player Across Jumps



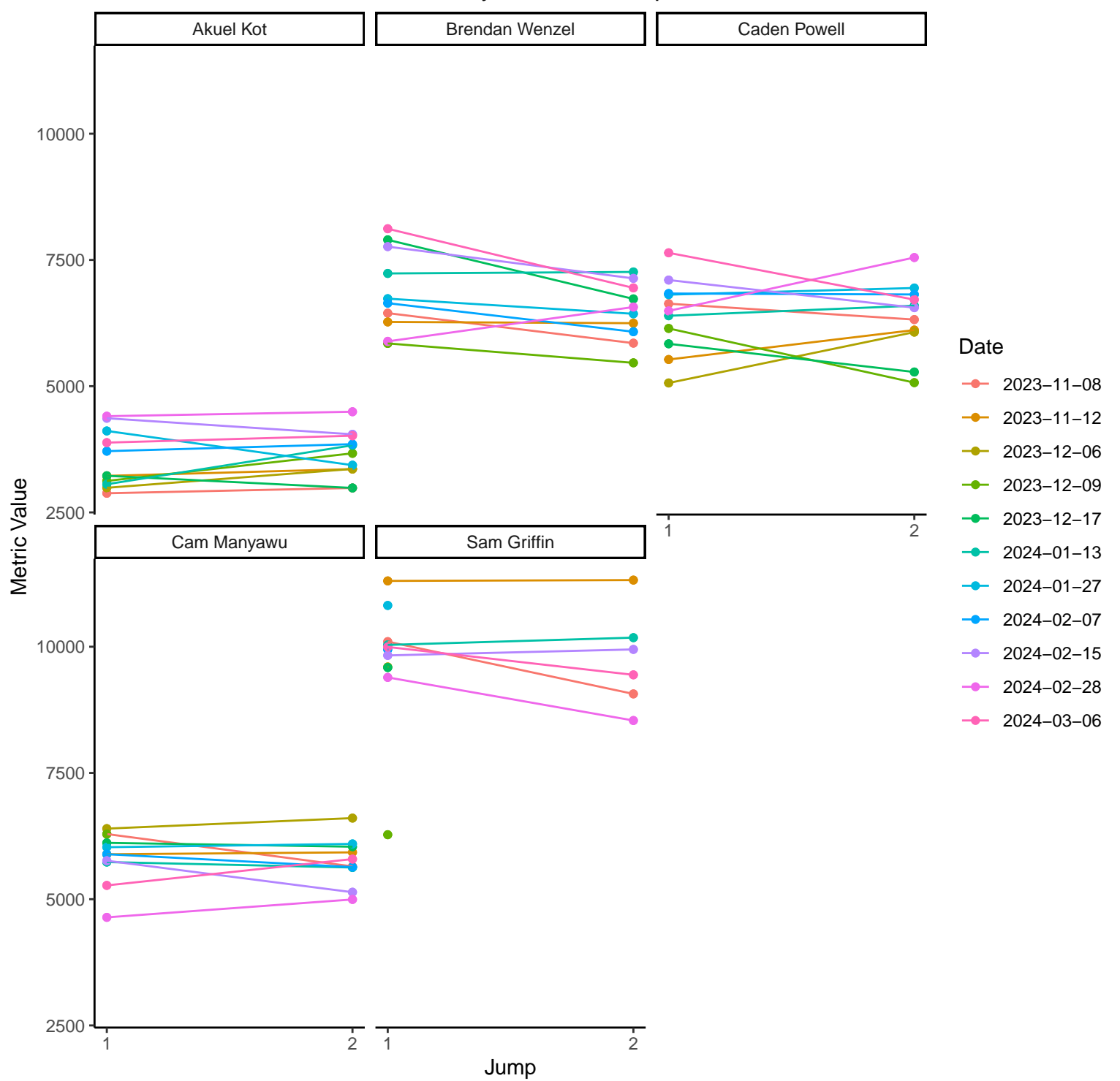
Peak Landing Force Bm For Each Player Across Jumps



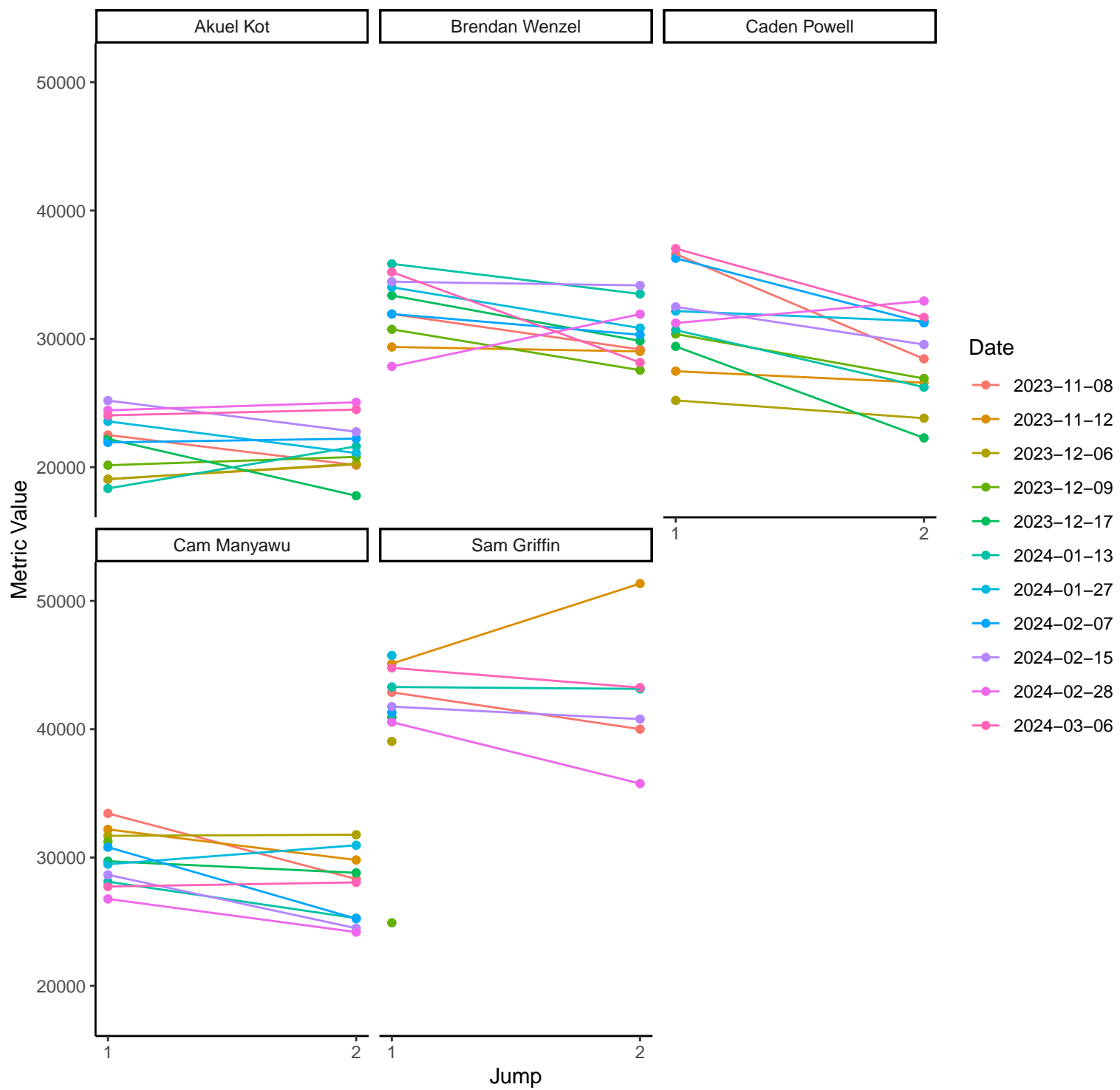
Mean Eccentric Concentric Power Time For Each Player Across Jumps



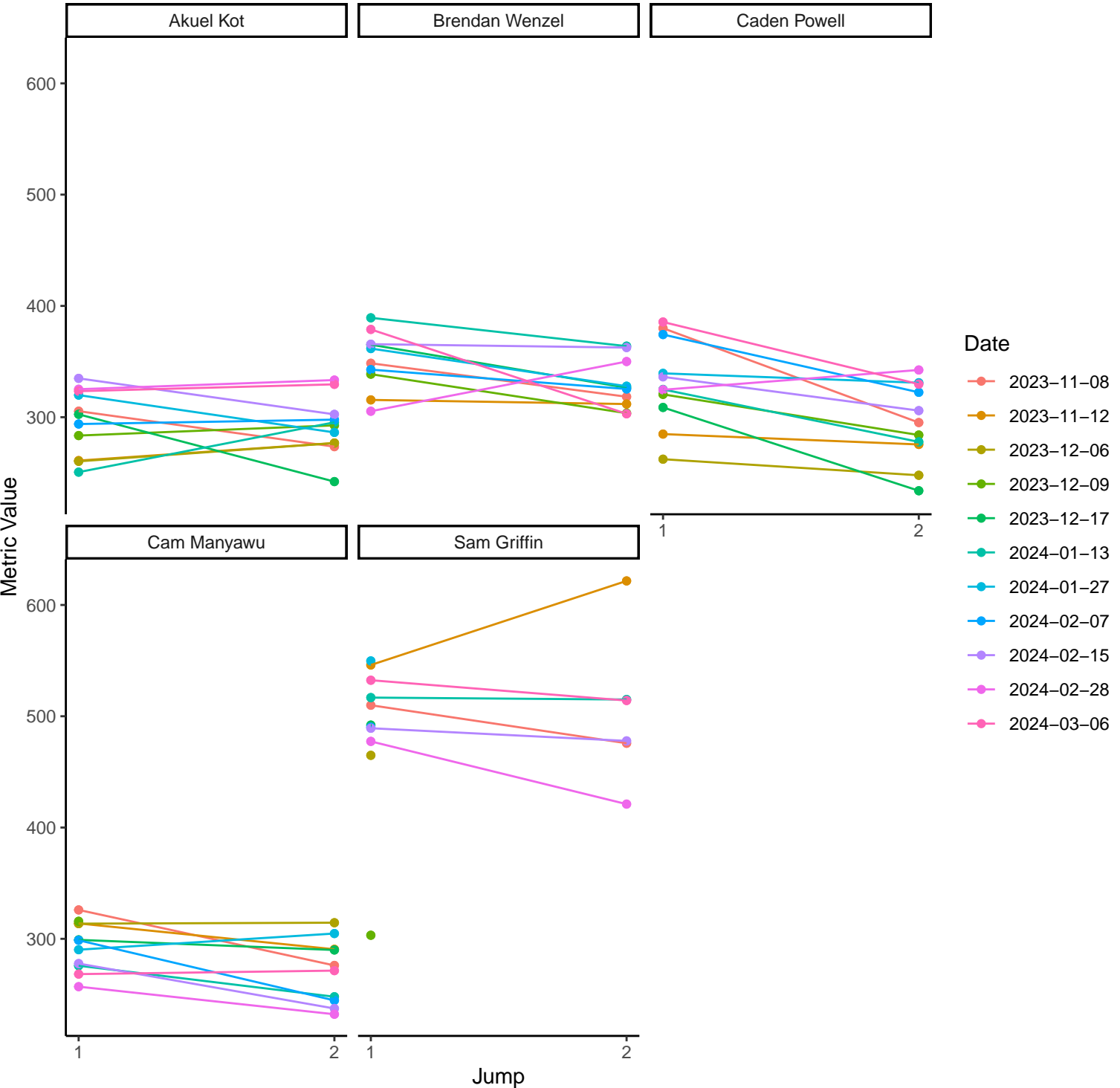
Lower Limb Stiffness For Each Player Across Jumps



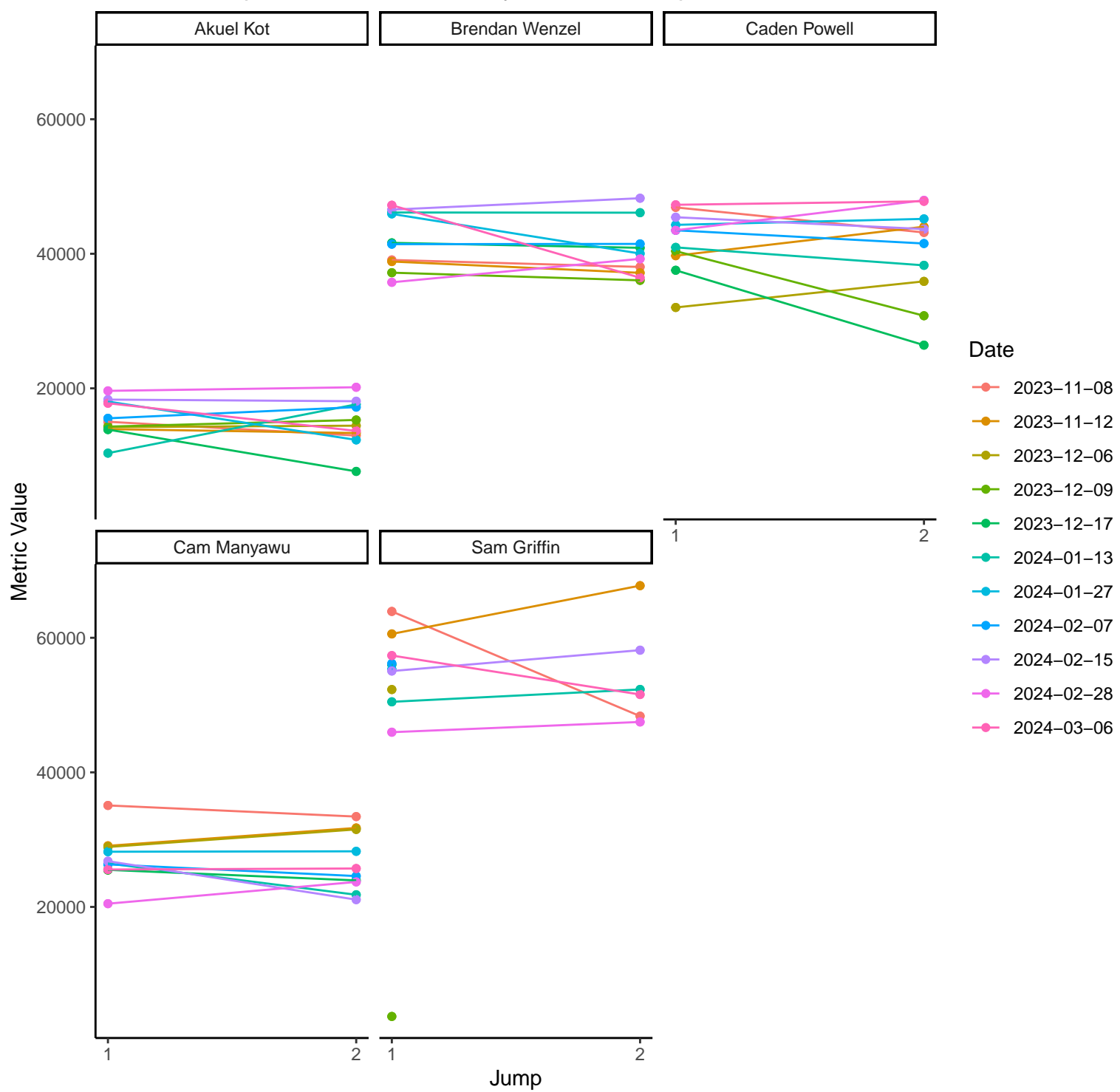
Concentric Rpd For Each Player Across Jumps



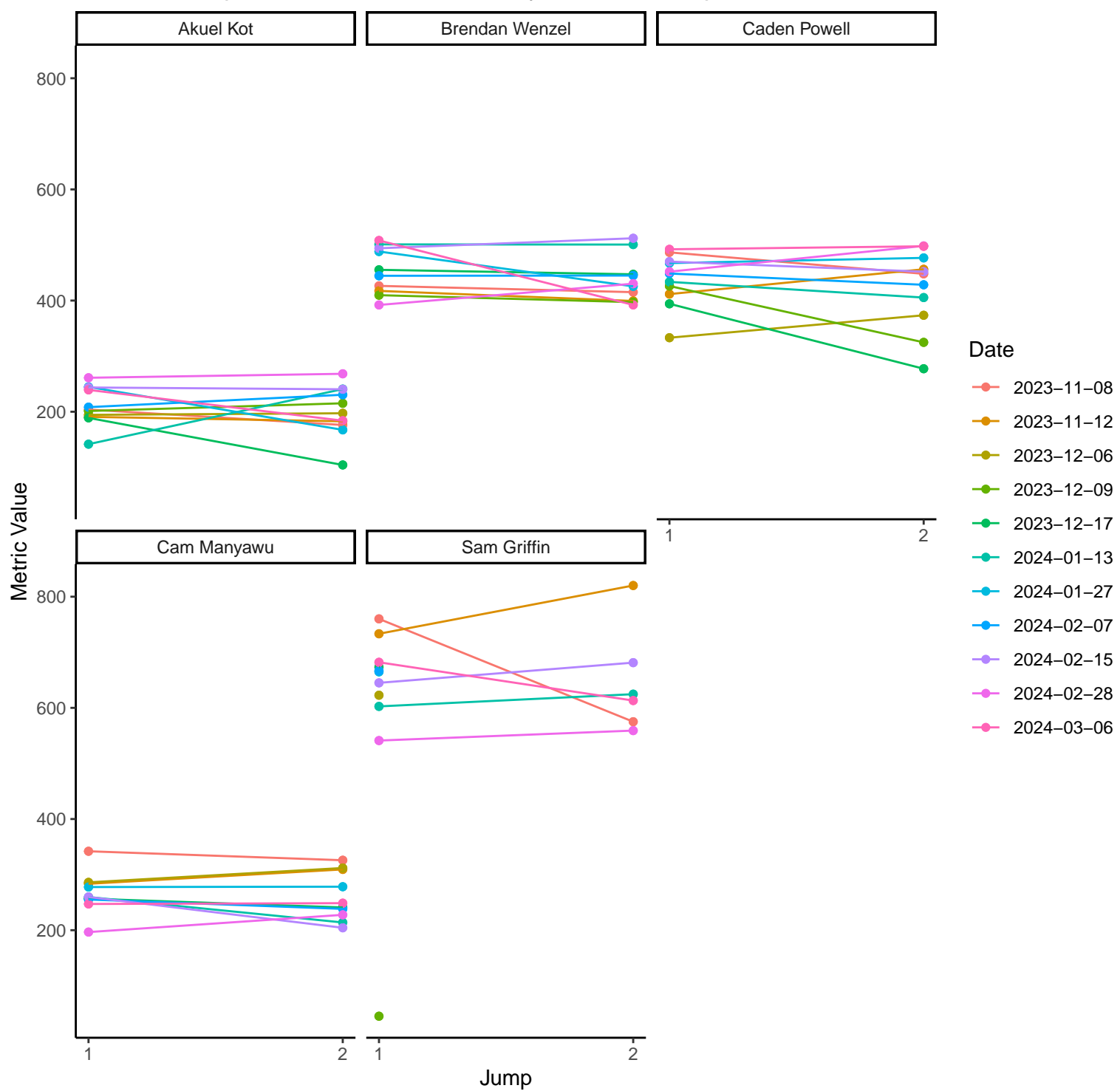
Concentric Rpd Bm For Each Player Across Jumps



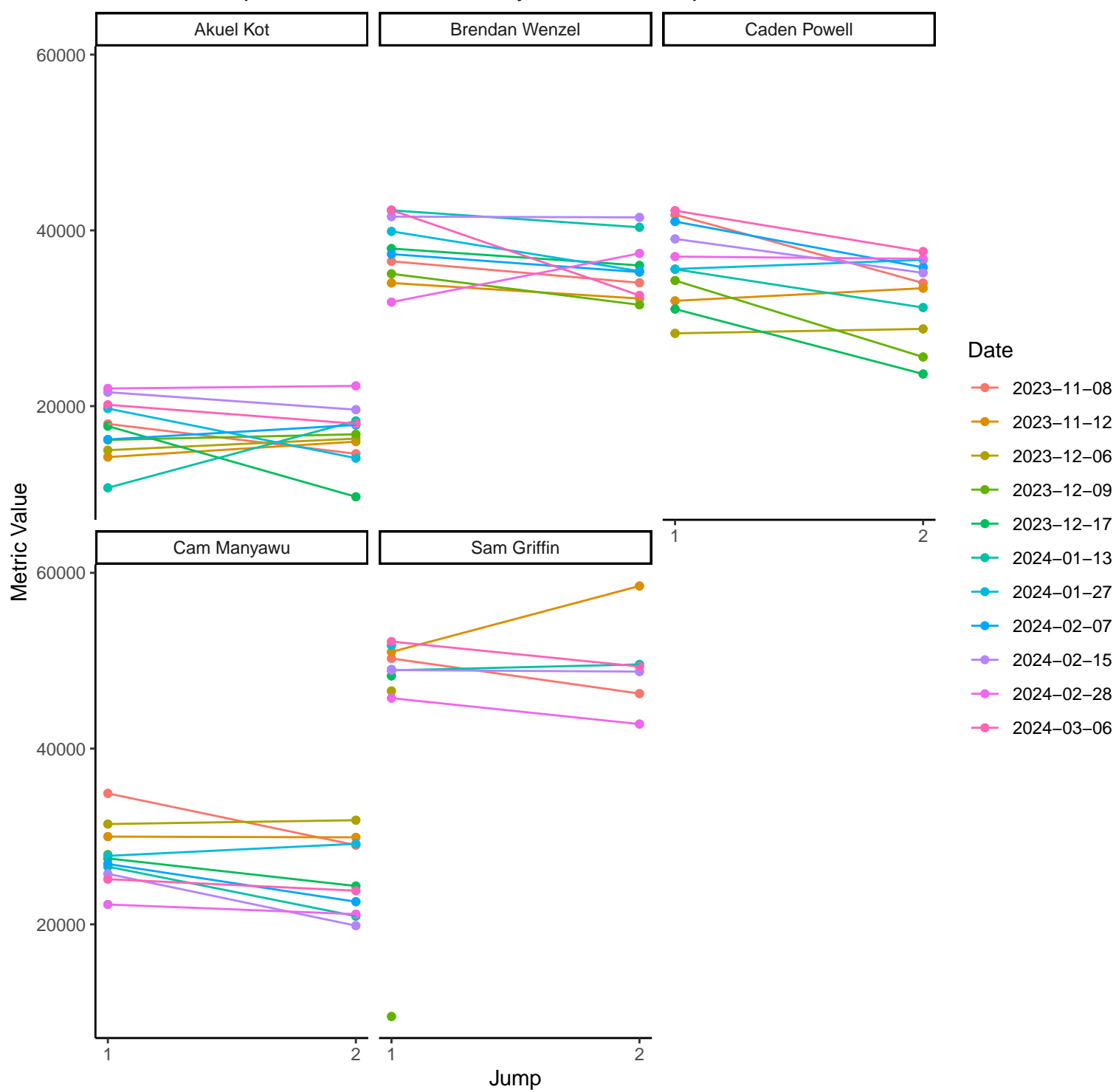
Concentric Rpd 50 Ms For Each Player Across Jumps



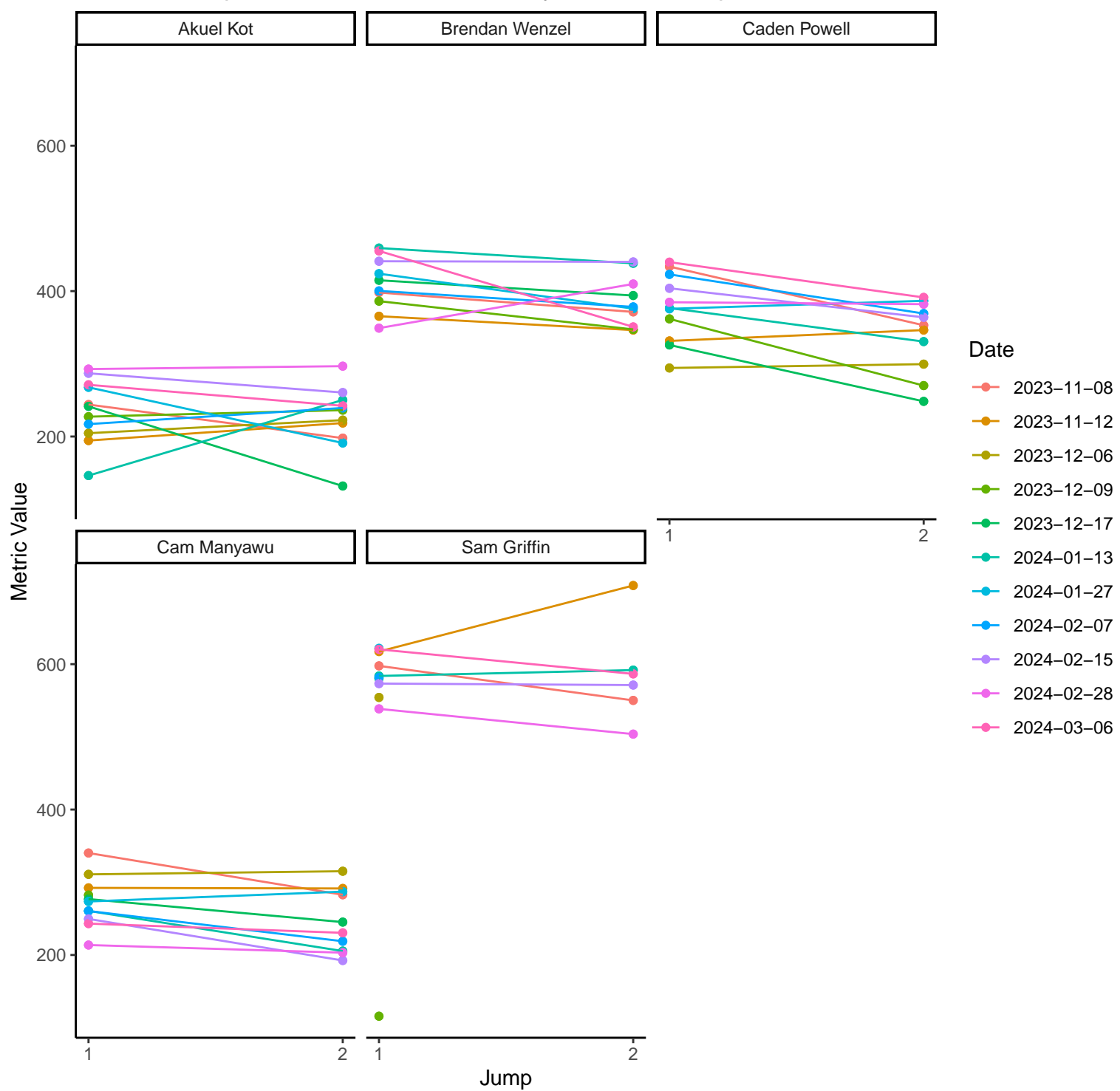
Concentric Rpd 50 Ms Bm For Each Player Across Jumps



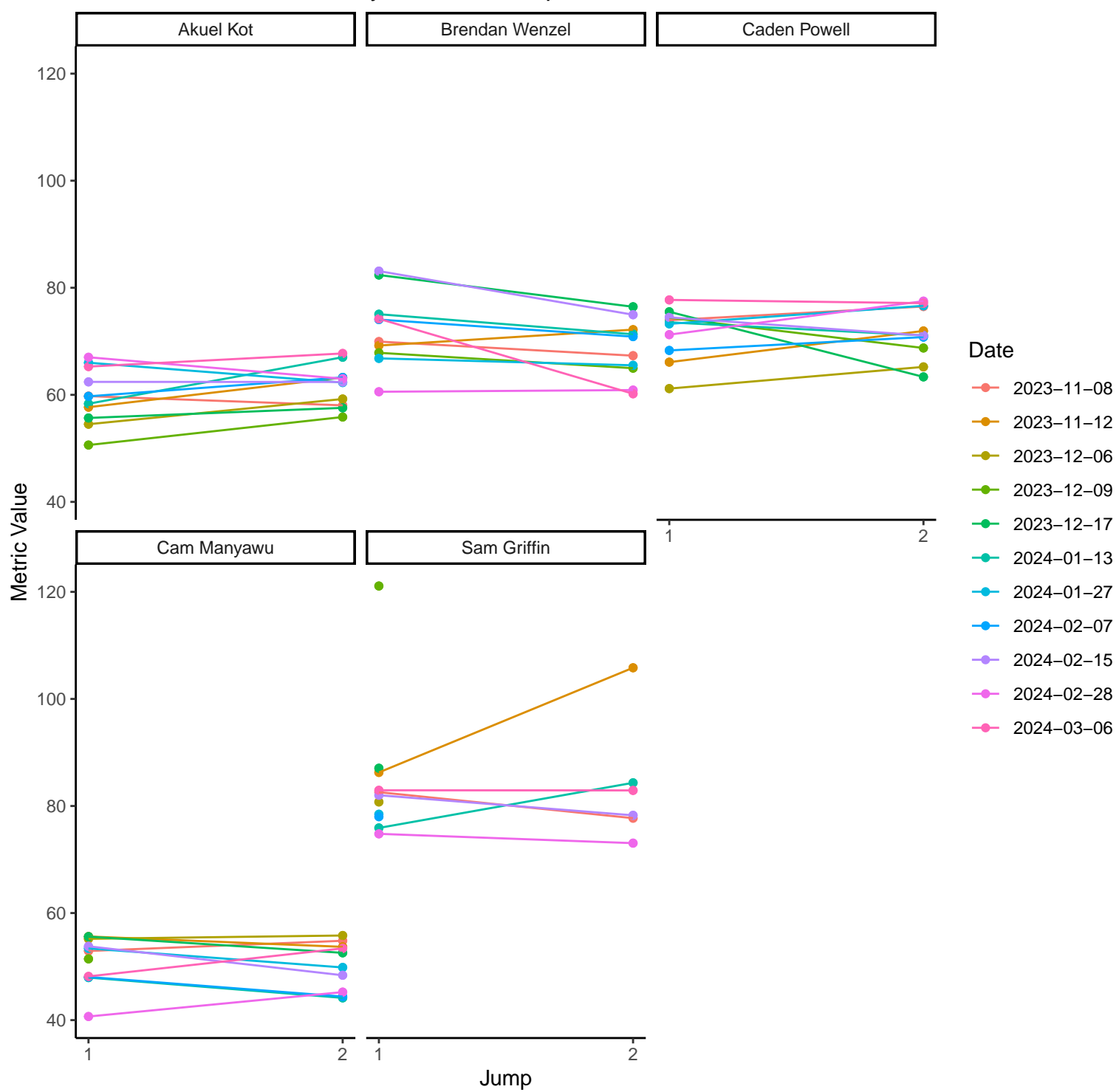
Concentric Rpd 100 Ms For Each Player Across Jumps



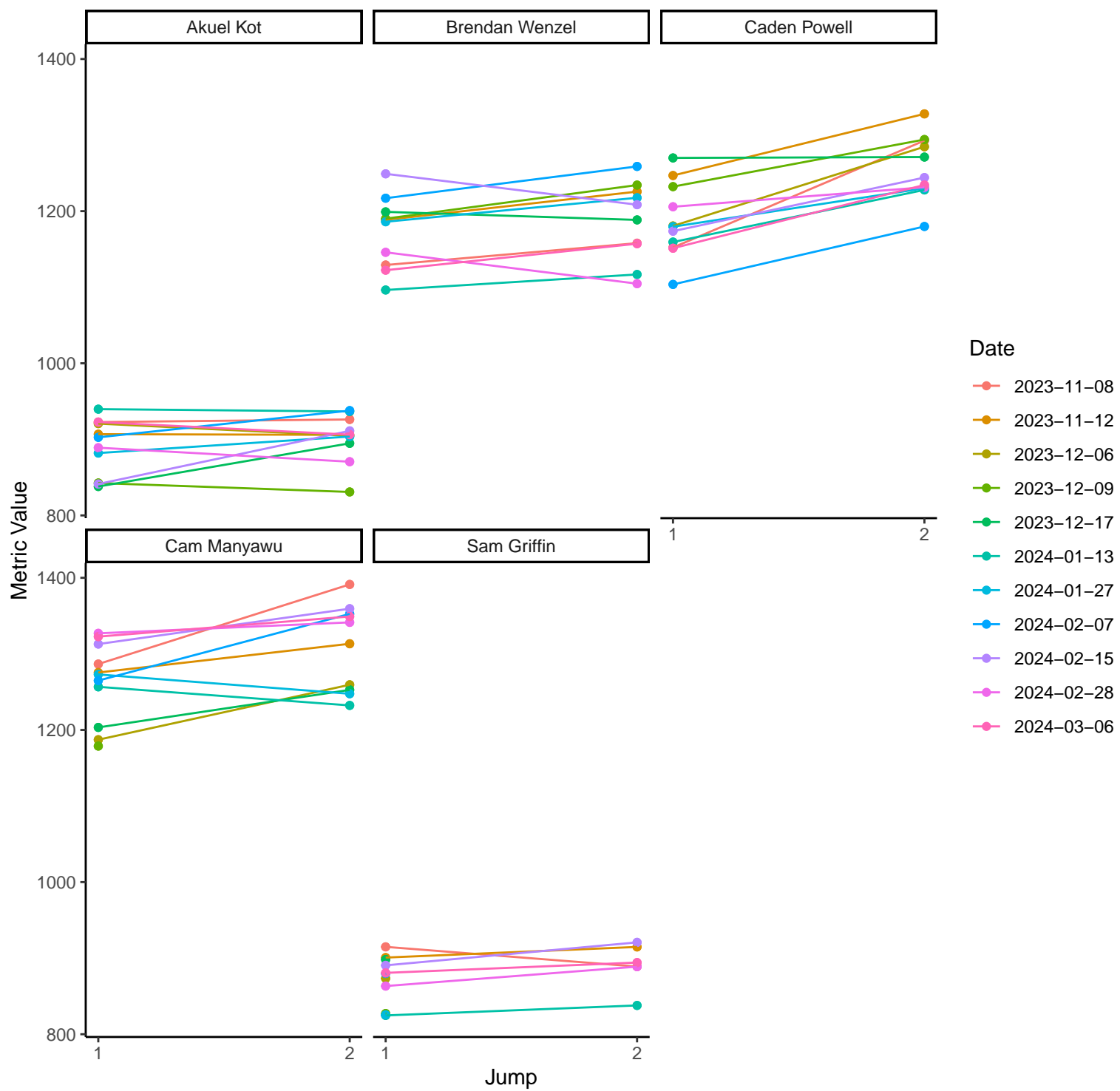
Concentric Rpd 100 Ms Bm For Each Player Across Jumps



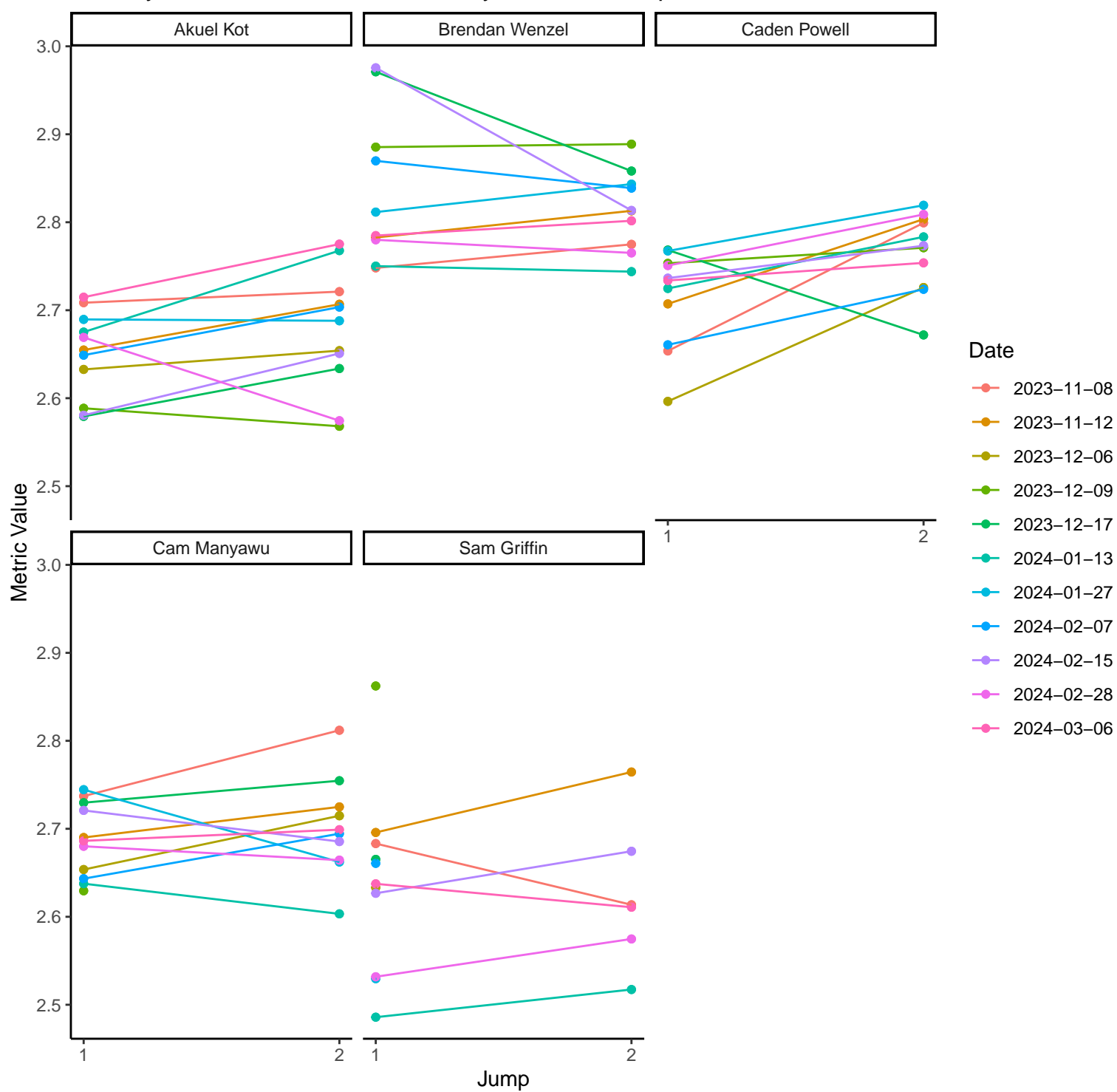
Rsi Modified For Each Player Across Jumps



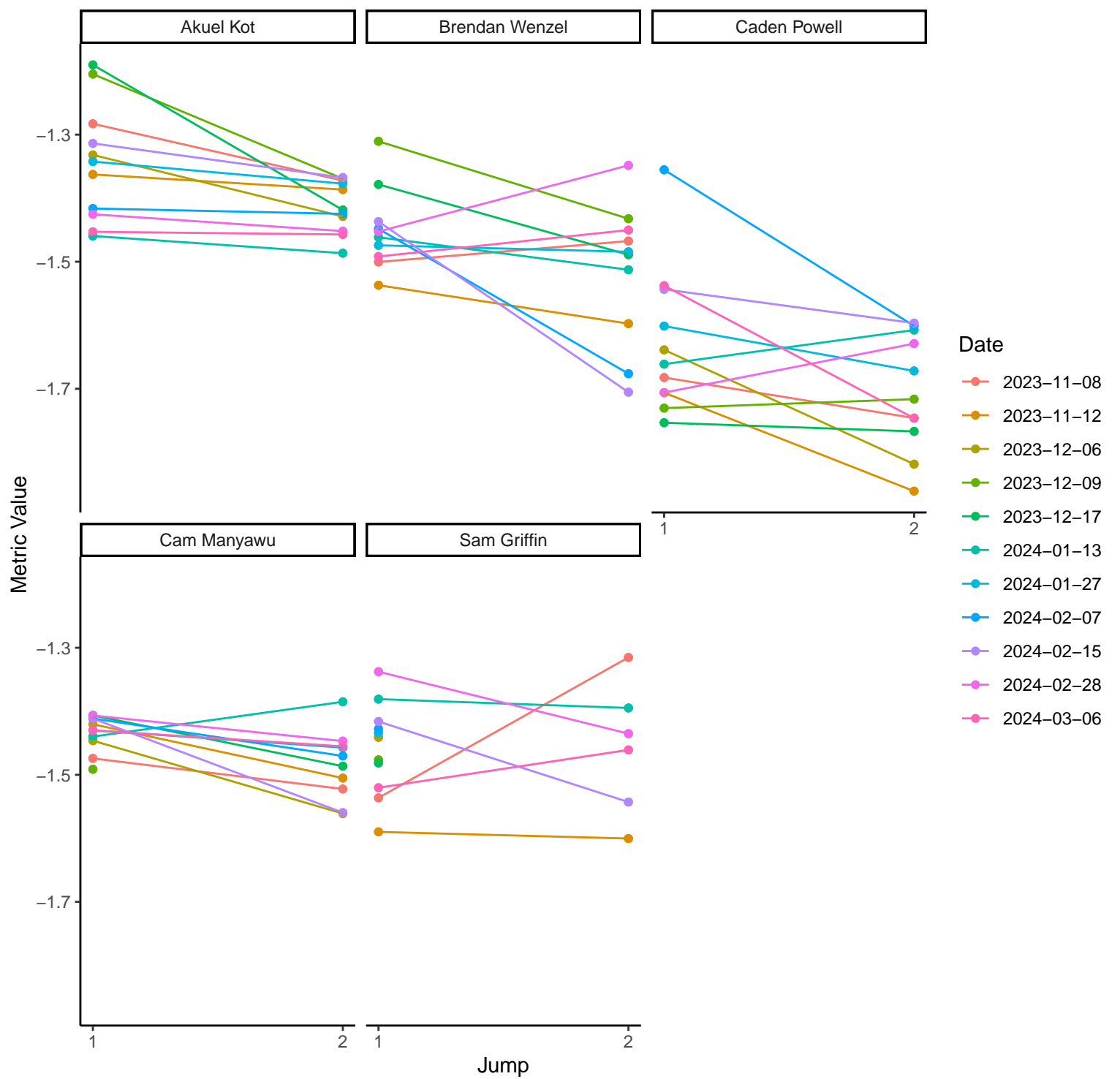
Total Work For Each Player Across Jumps



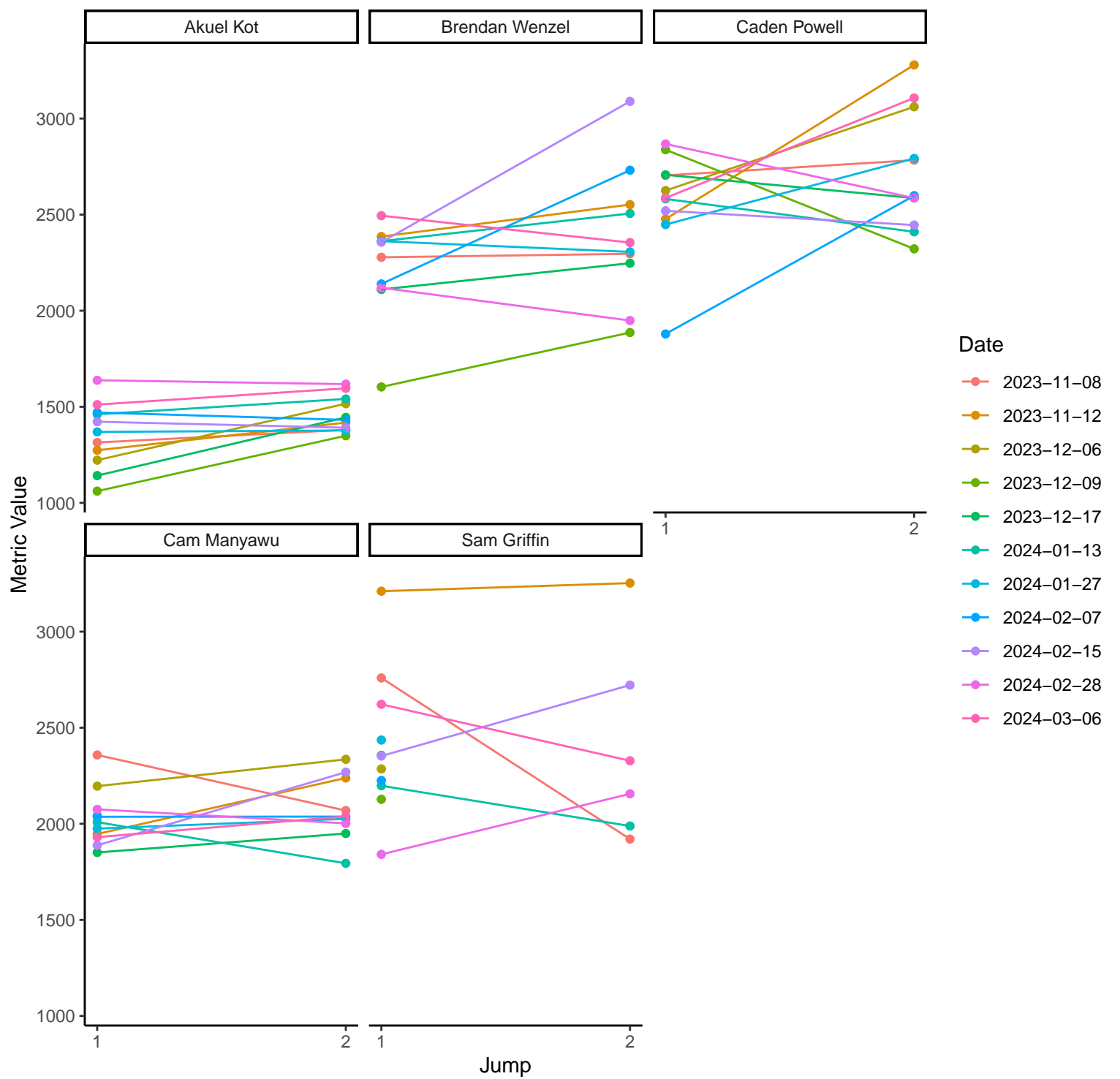
Velocity at Peak Power For Each Player Across Jumps



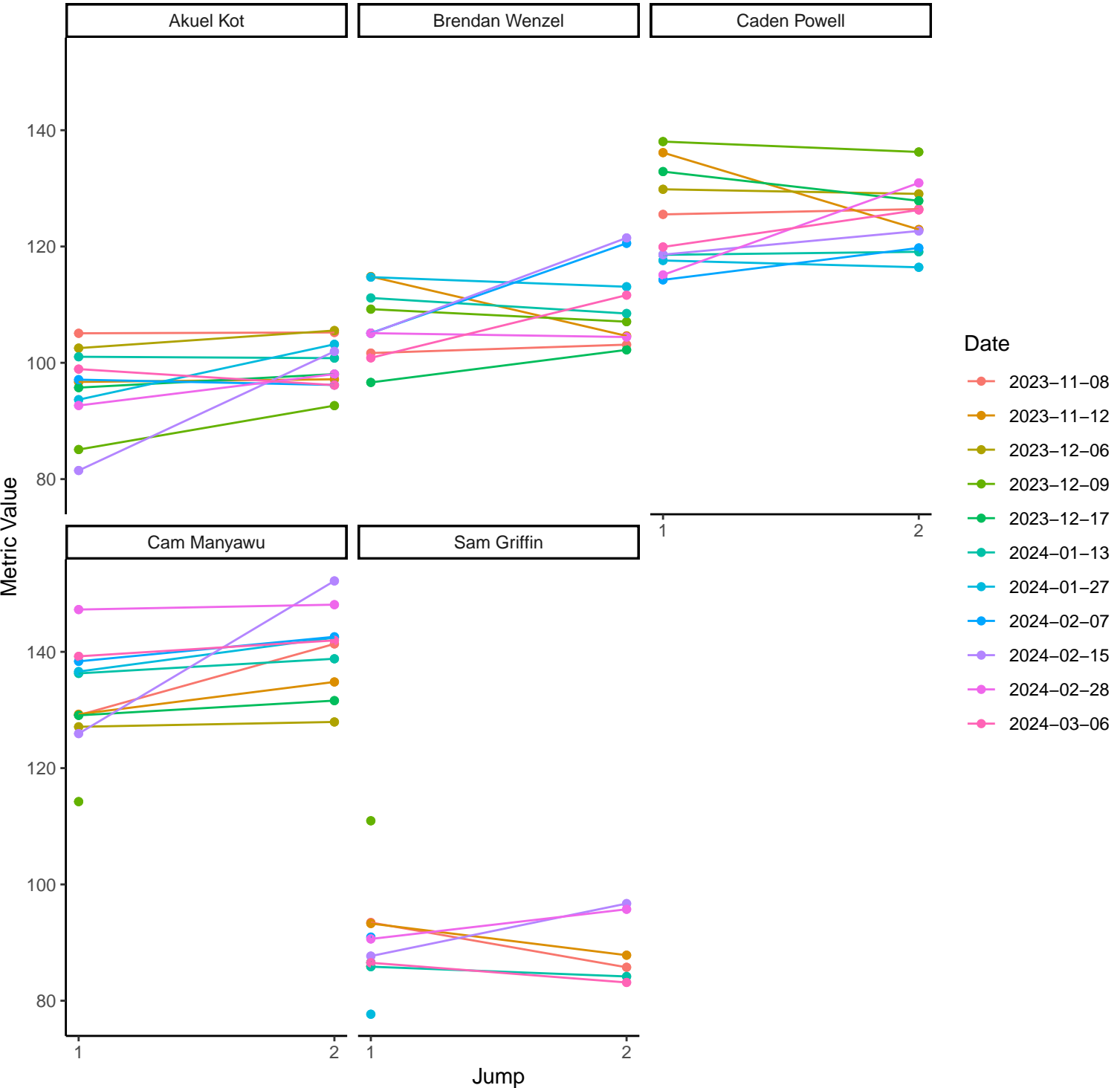
Eccentric Peak Velocity For Each Player Across Jumps



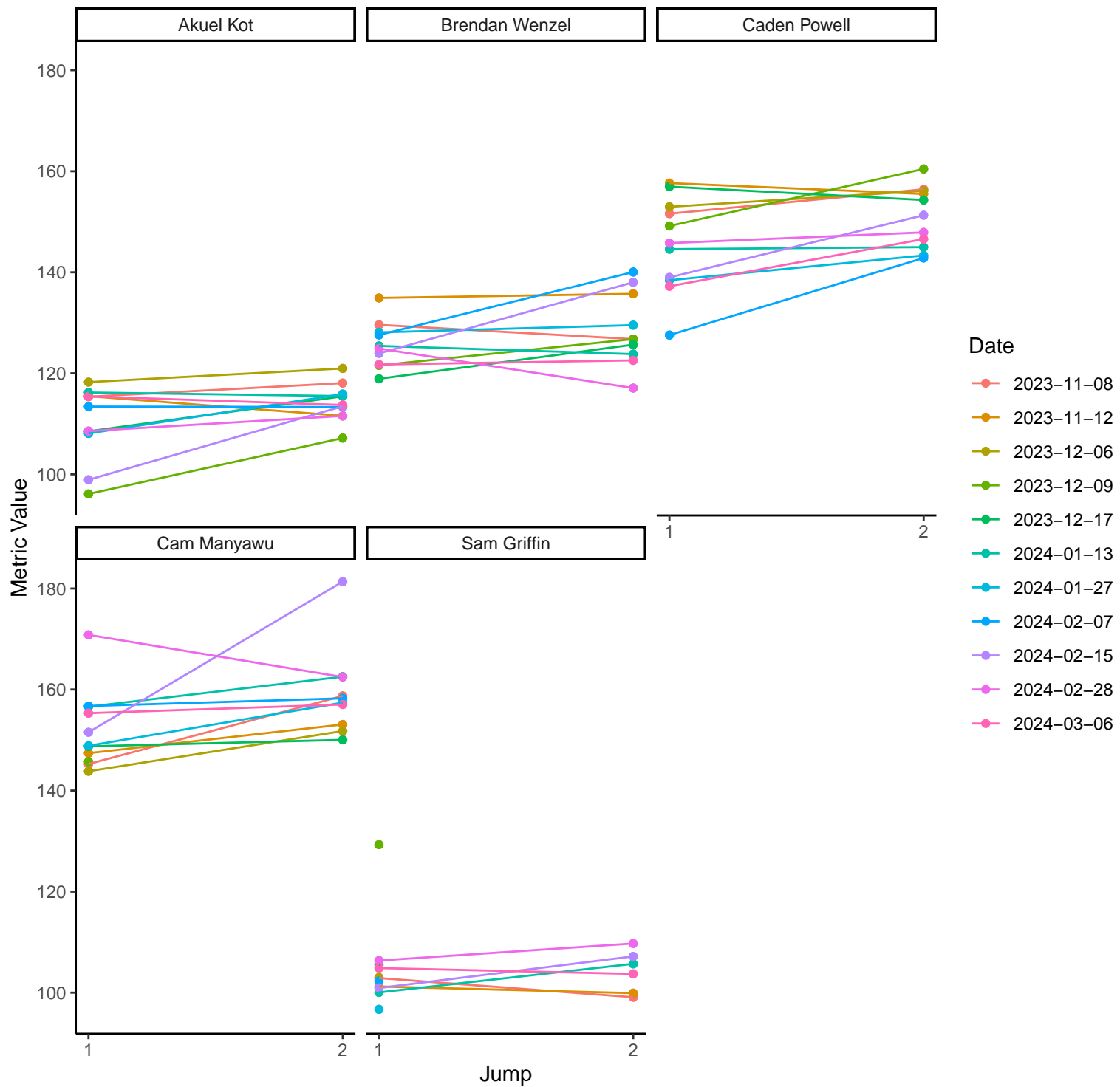
Eccentric Peak Power For Each Player Across Jumps



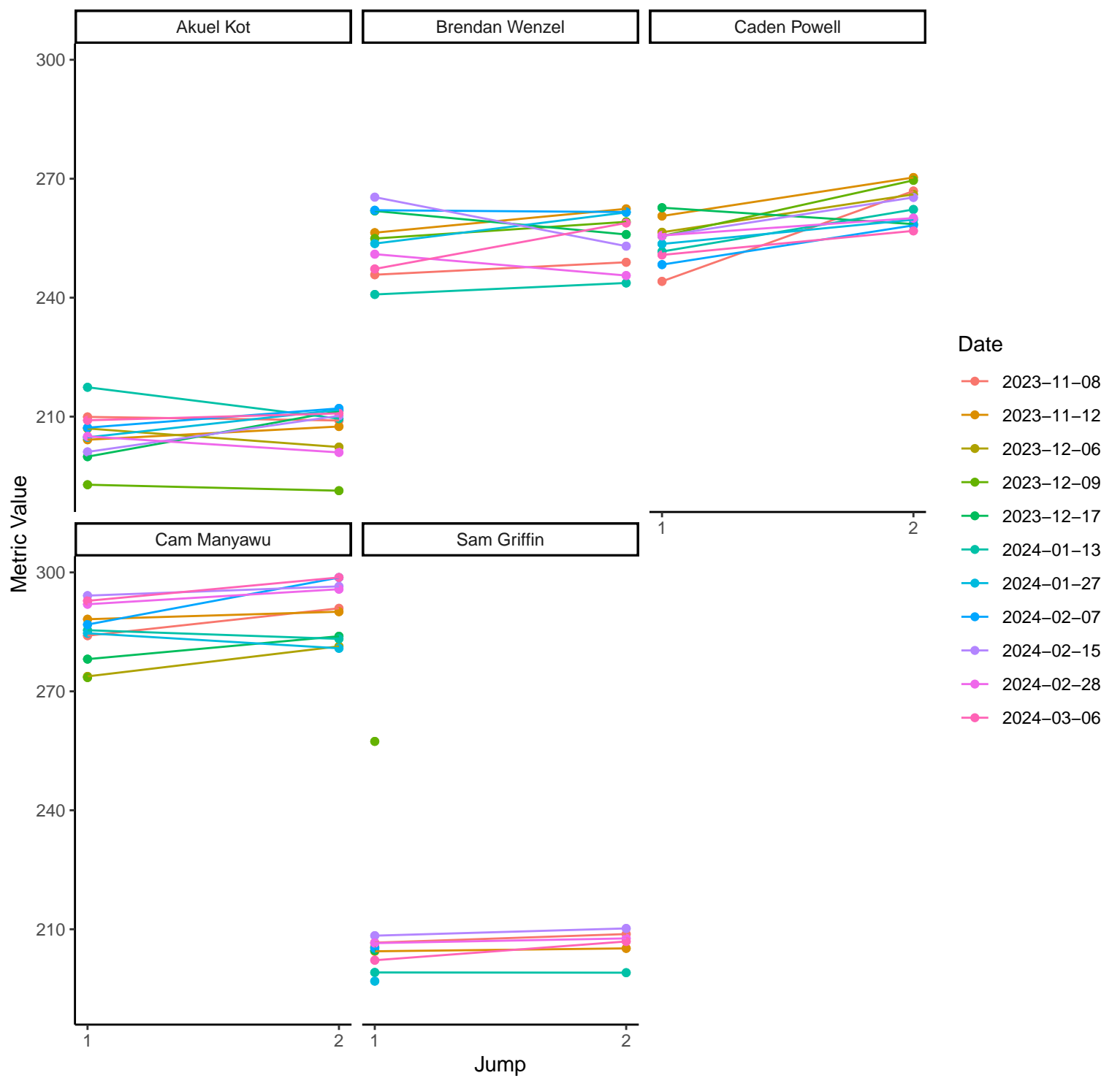
Eccentric Braking Impulse For Each Player Across Jumps



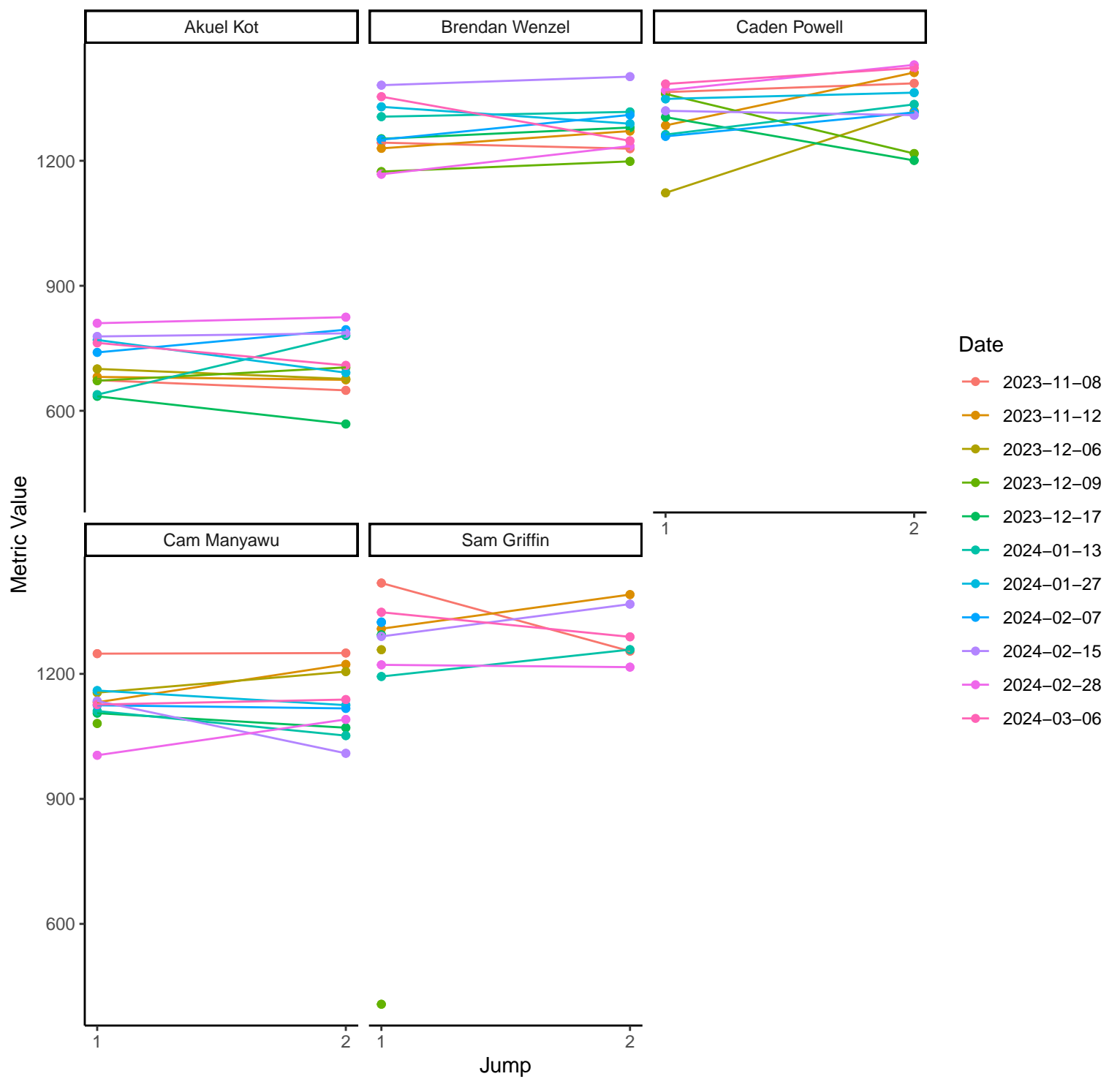
Eccentric Deceleration Impulse For Each Player Across Jumps



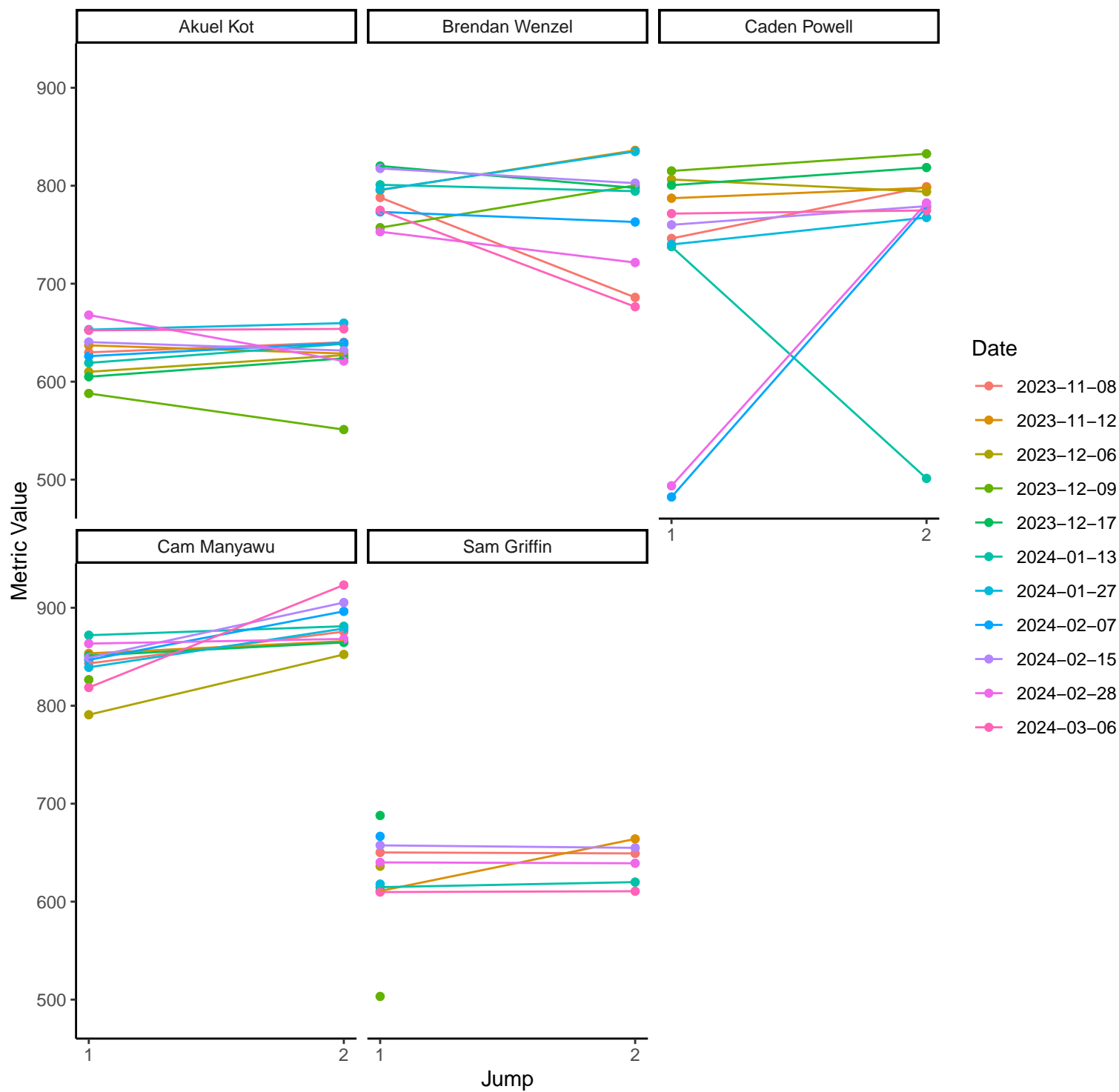
Concentric Impulse For Each Player Across Jumps



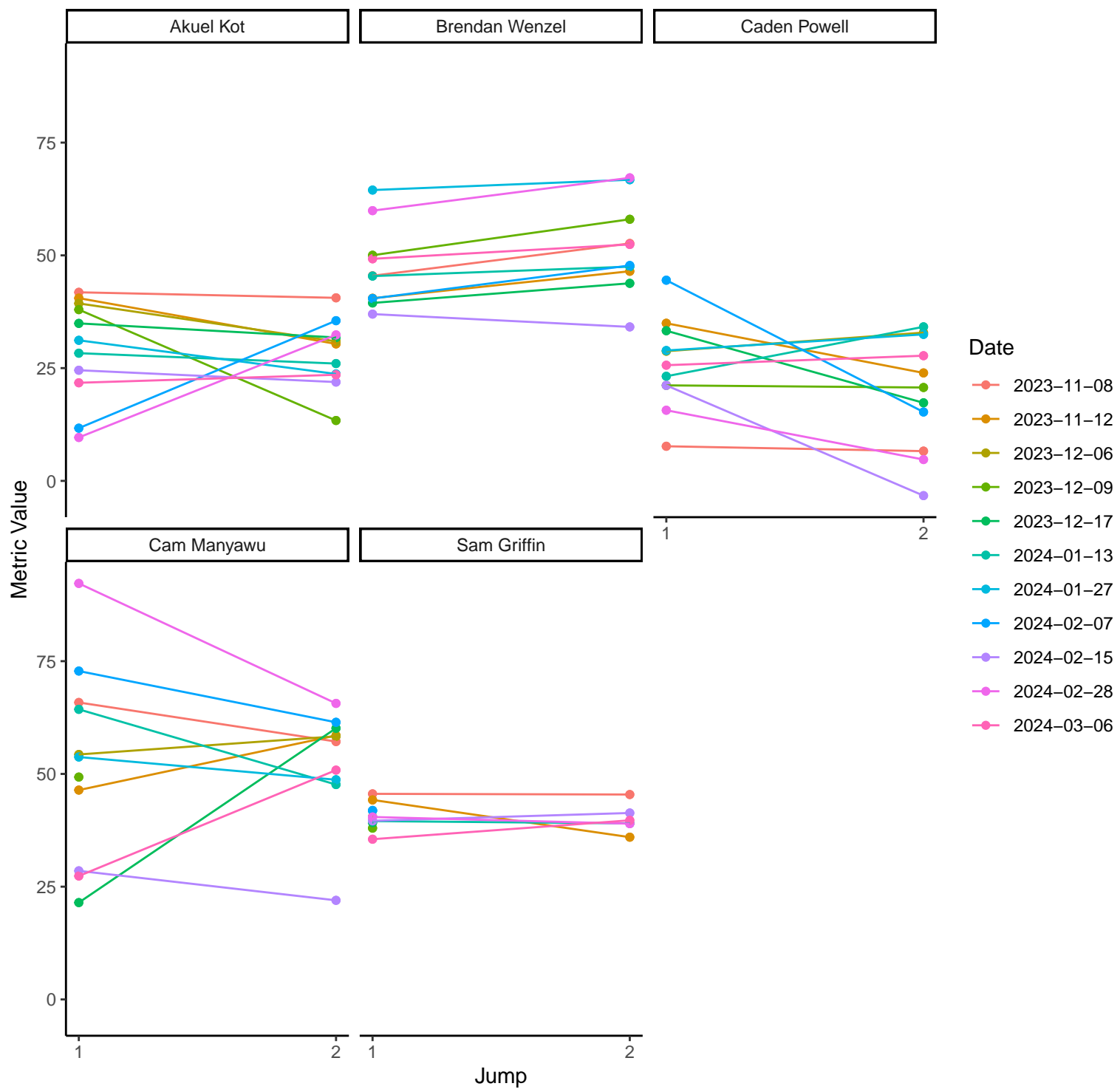
Force at Zero Velocity For Each Player Across Jumps



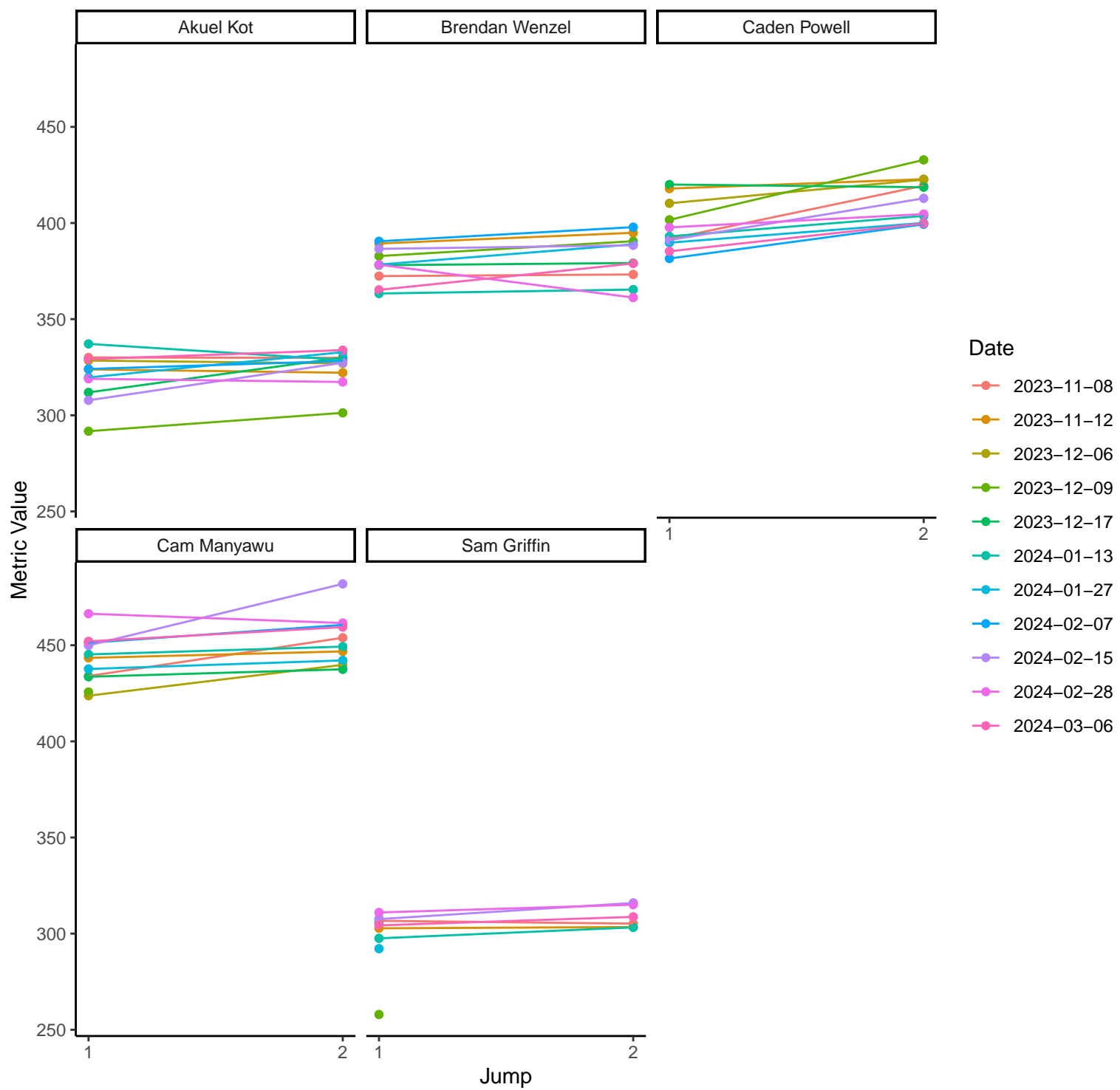
Positive Impulse For Each Player Across Jumps



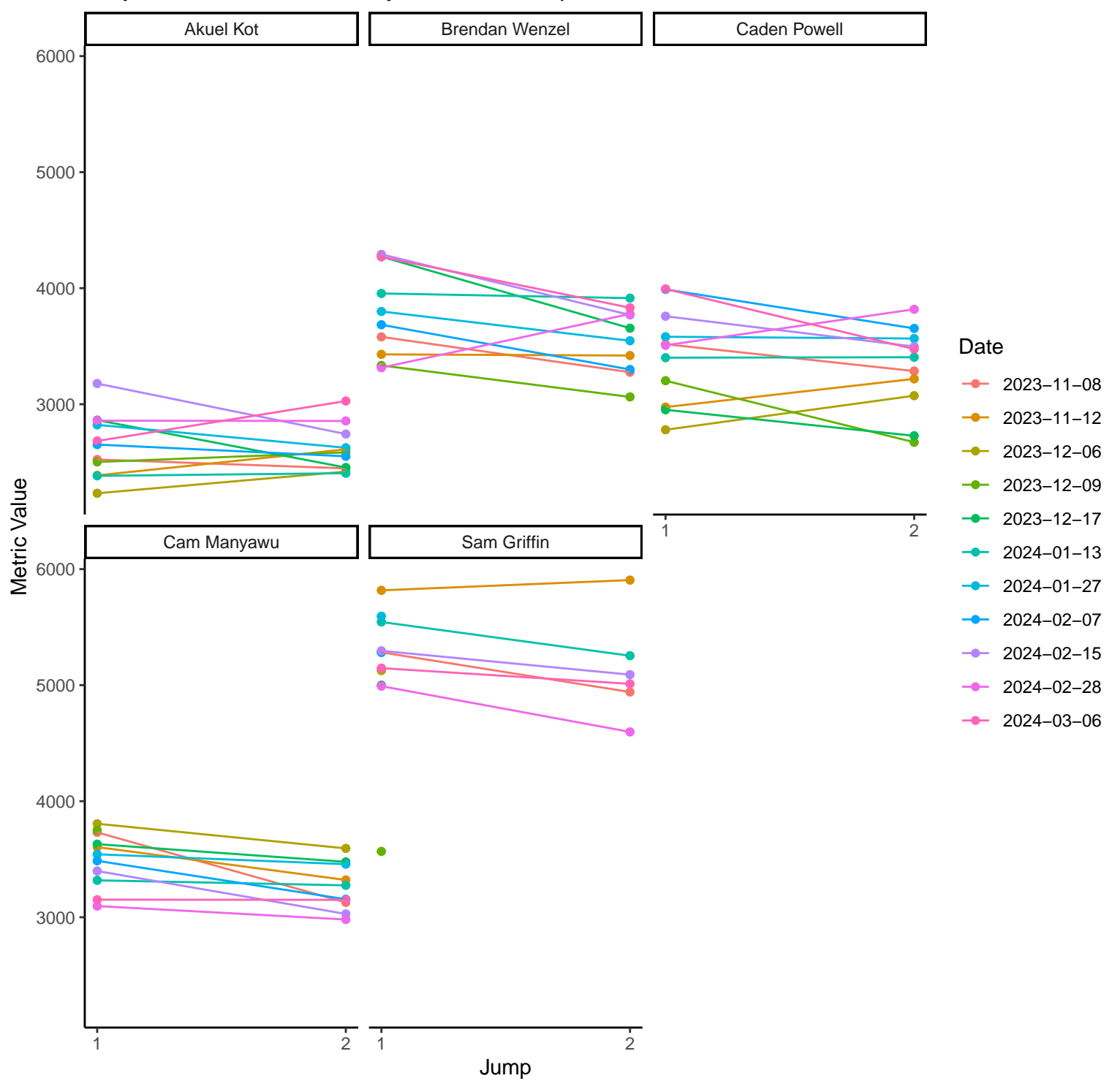
Eccentric Unloading Impulse For Each Player Across Jumps



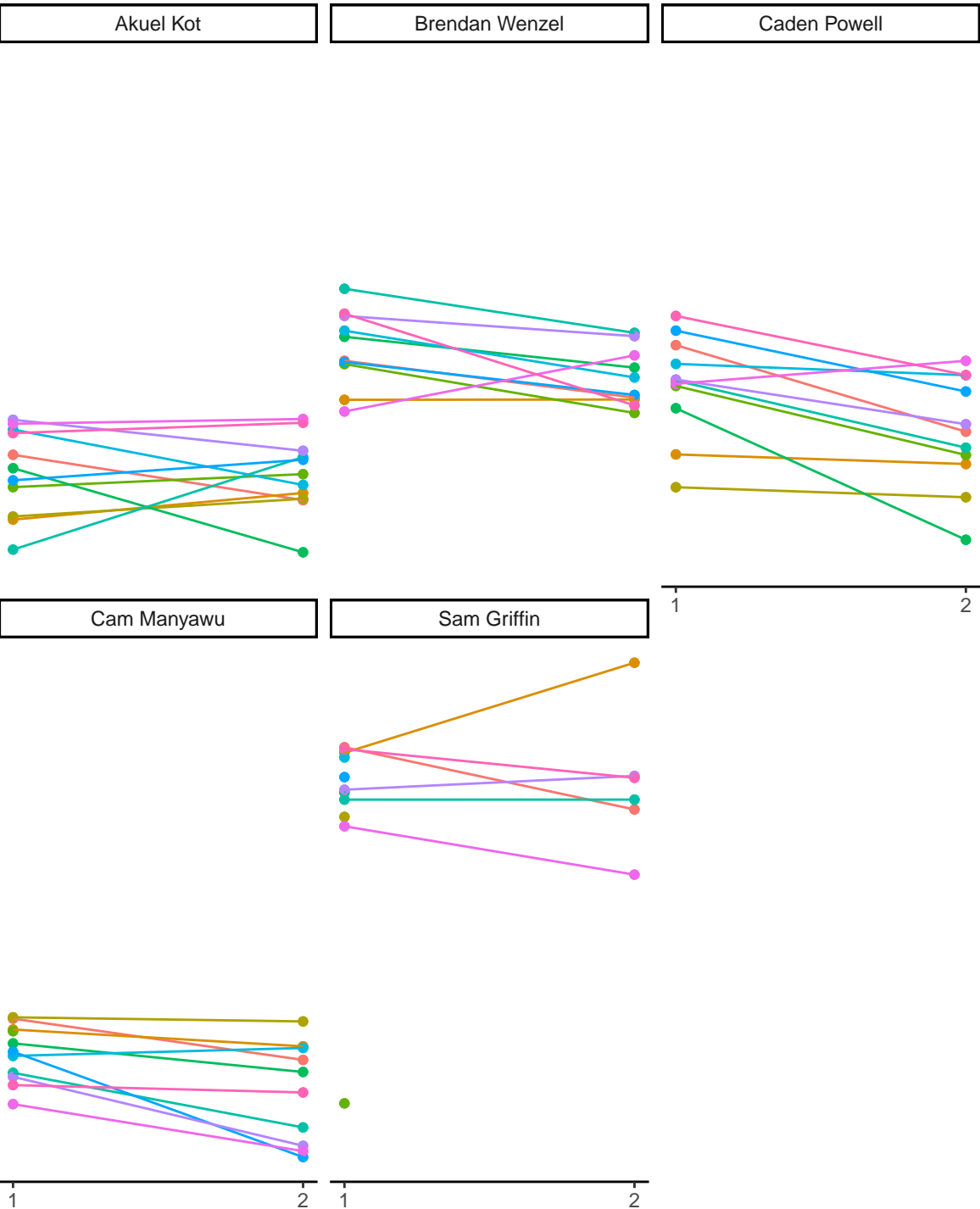
Positive Takeoff Impulse For Each Player Across Jumps



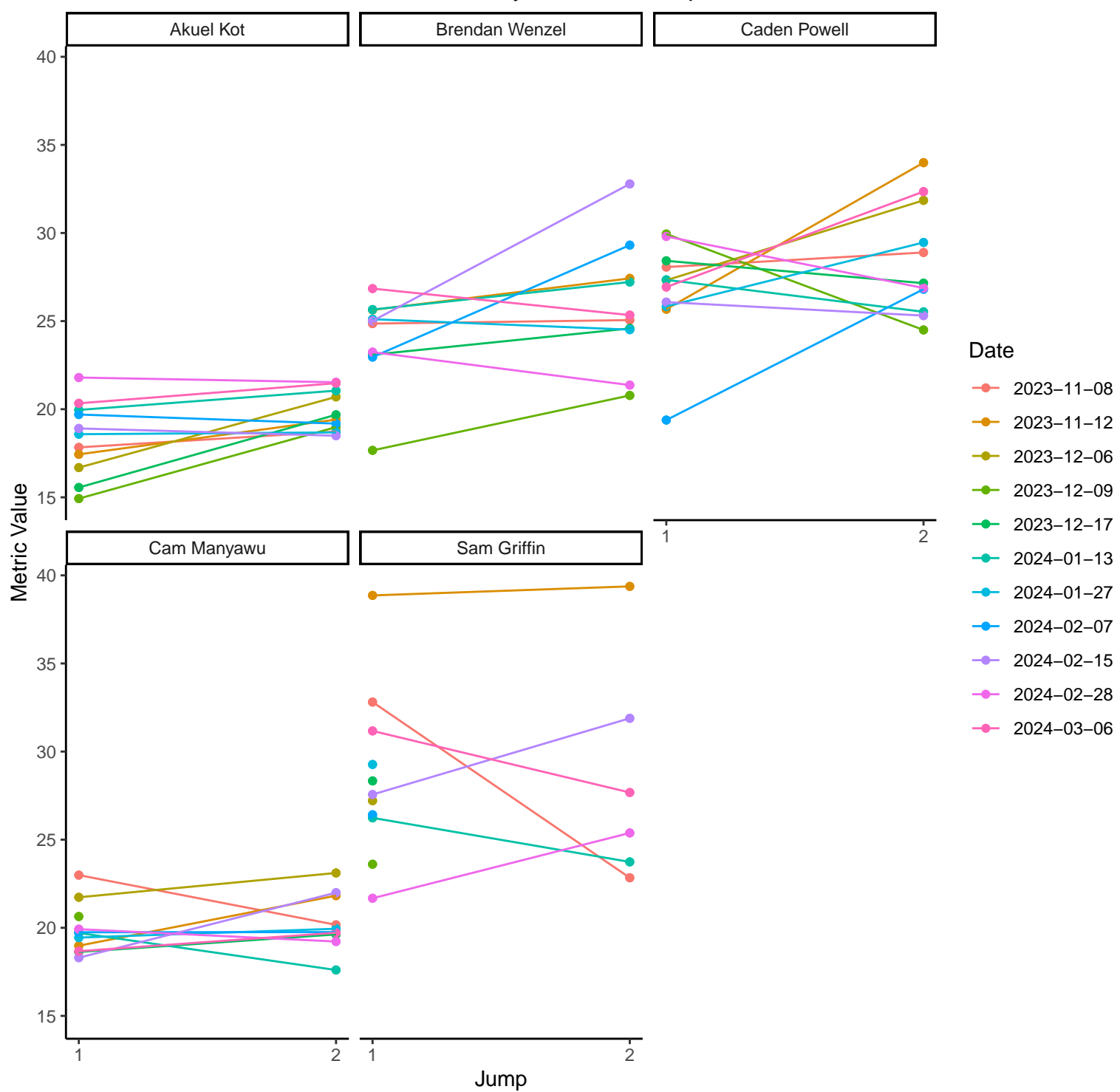
Cmj Stiffness For Each Player Across Jumps



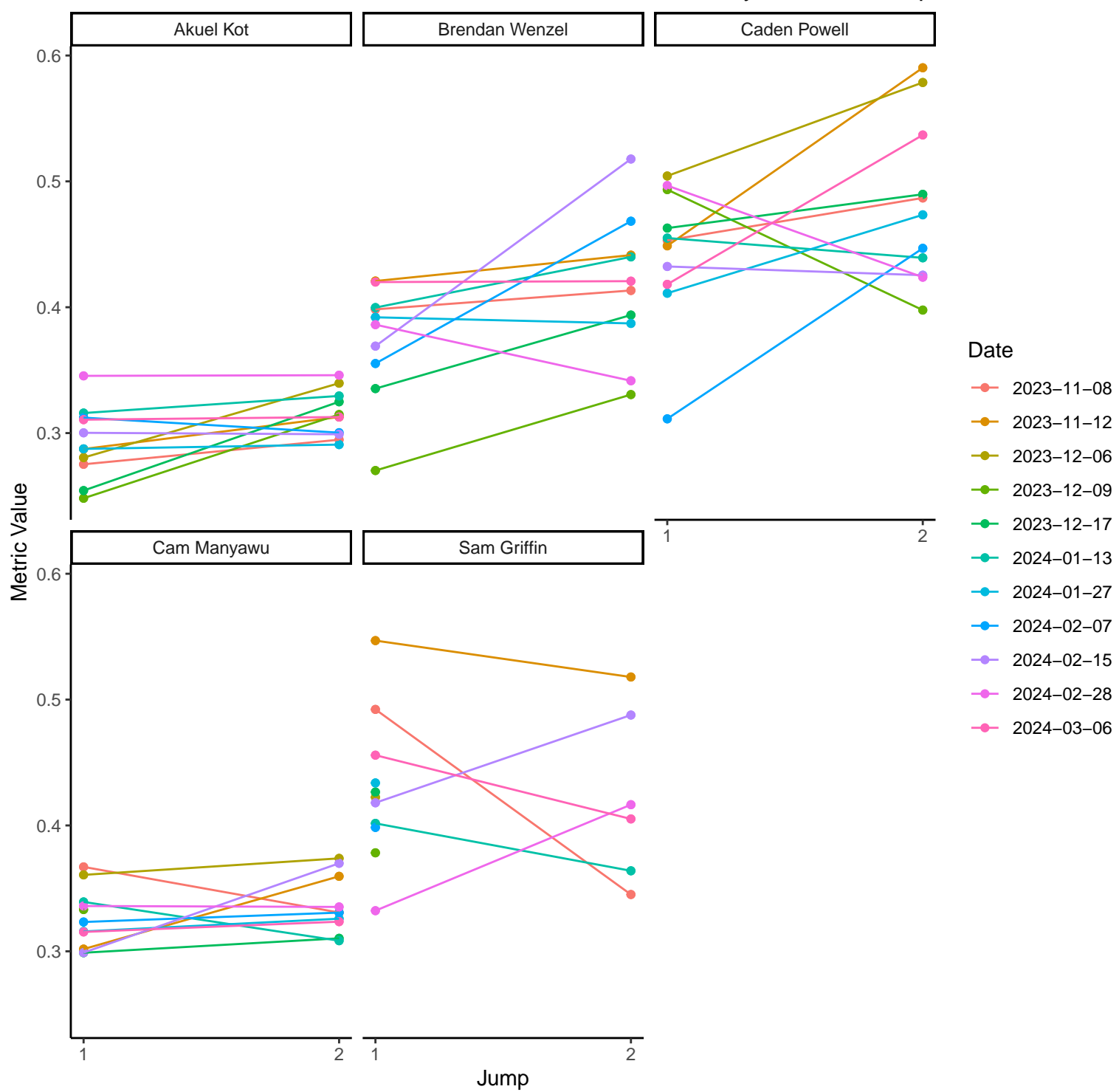
Concentric Mean Force Bm For Each Player Across Jumps



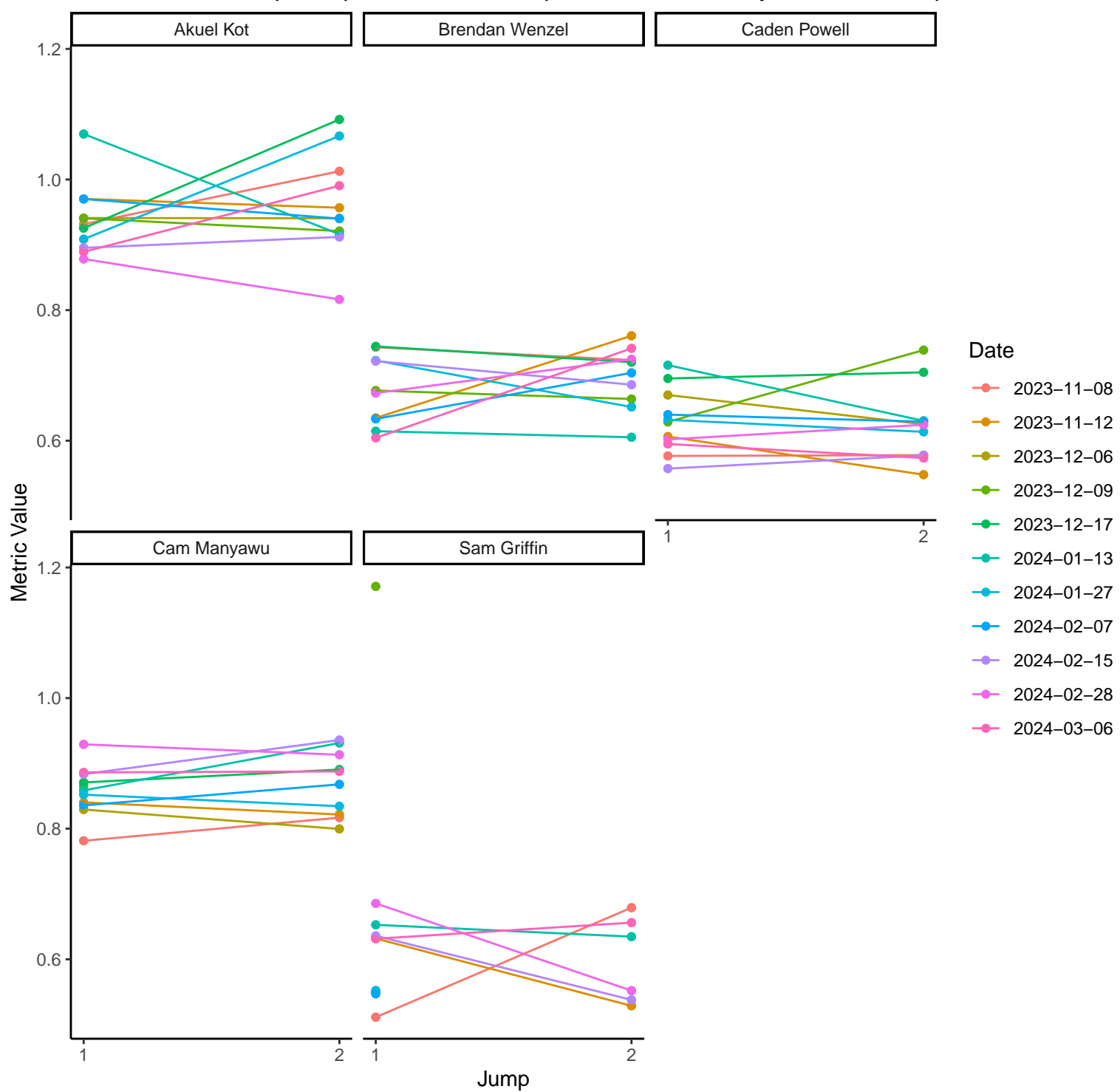
Eccentric Peak Power Bm For Each Player Across Jumps



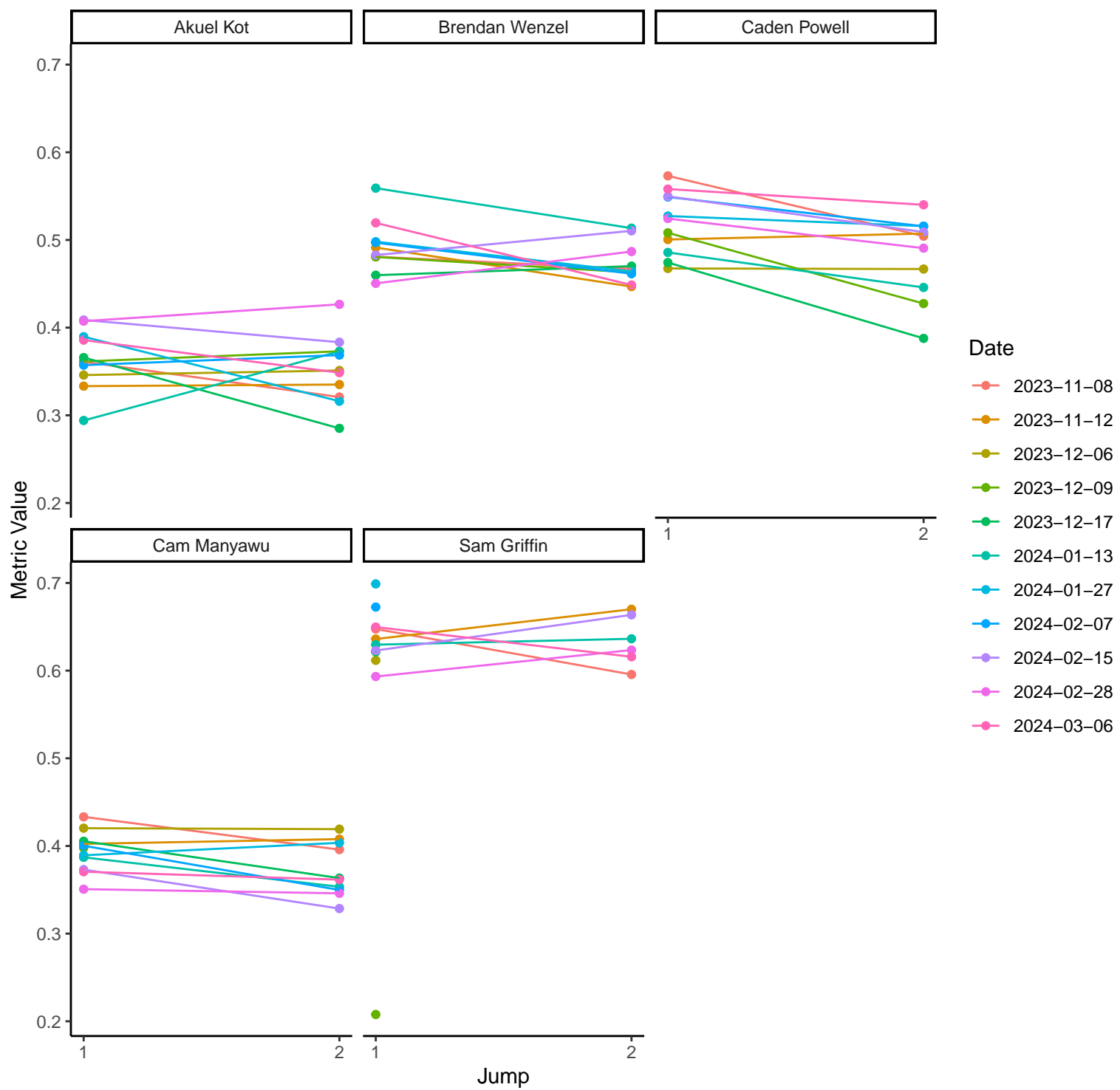
Eccentric Peak Power Concentric Peak Power For Each Player Across Jumps



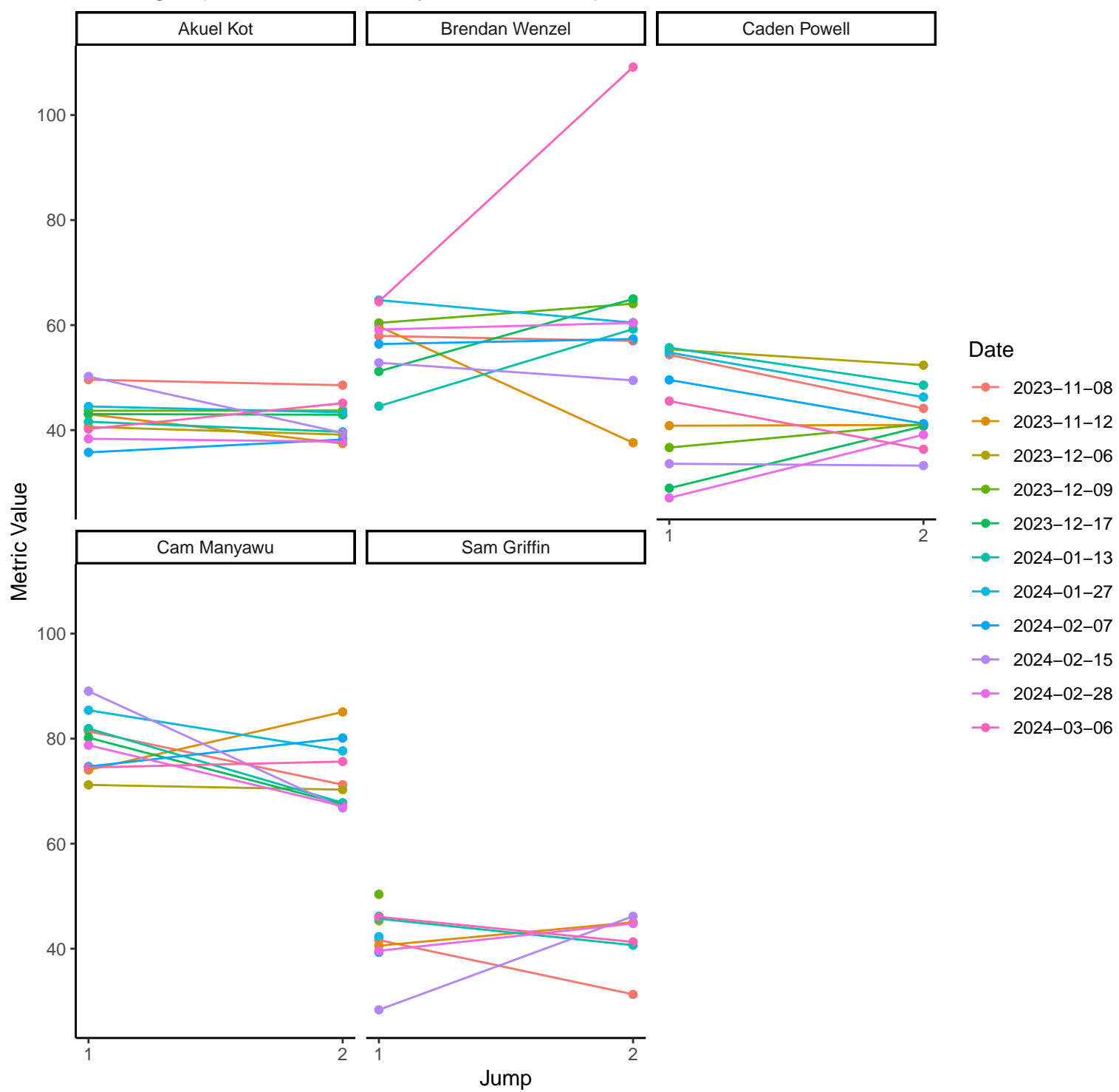
P 2 Concentric Impulse p 1 Concentric Impulse For Each Player Across Jumps



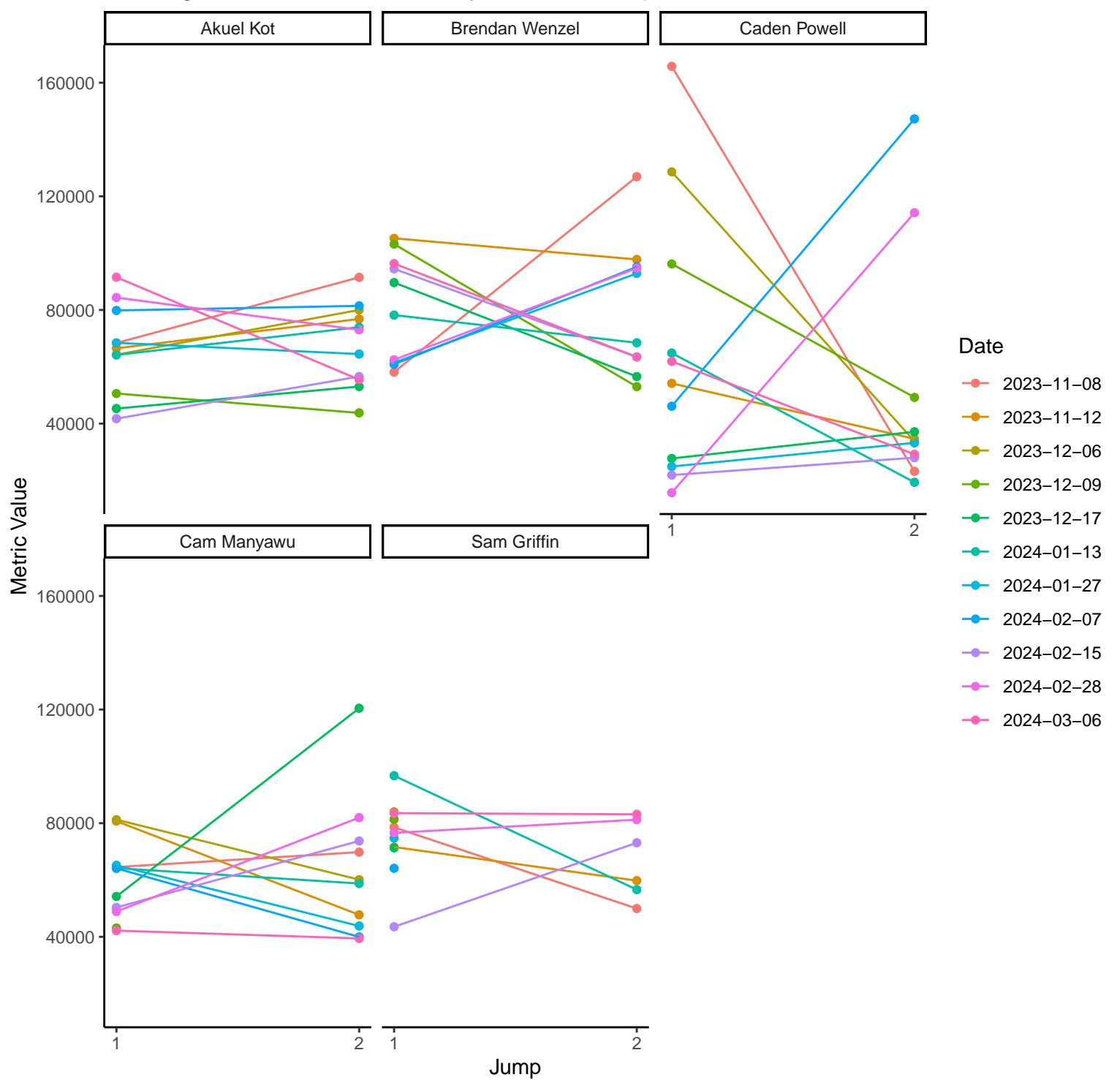
Concentric Impulse 100 Ms Concentric Impulse For Each Player Across Jumps



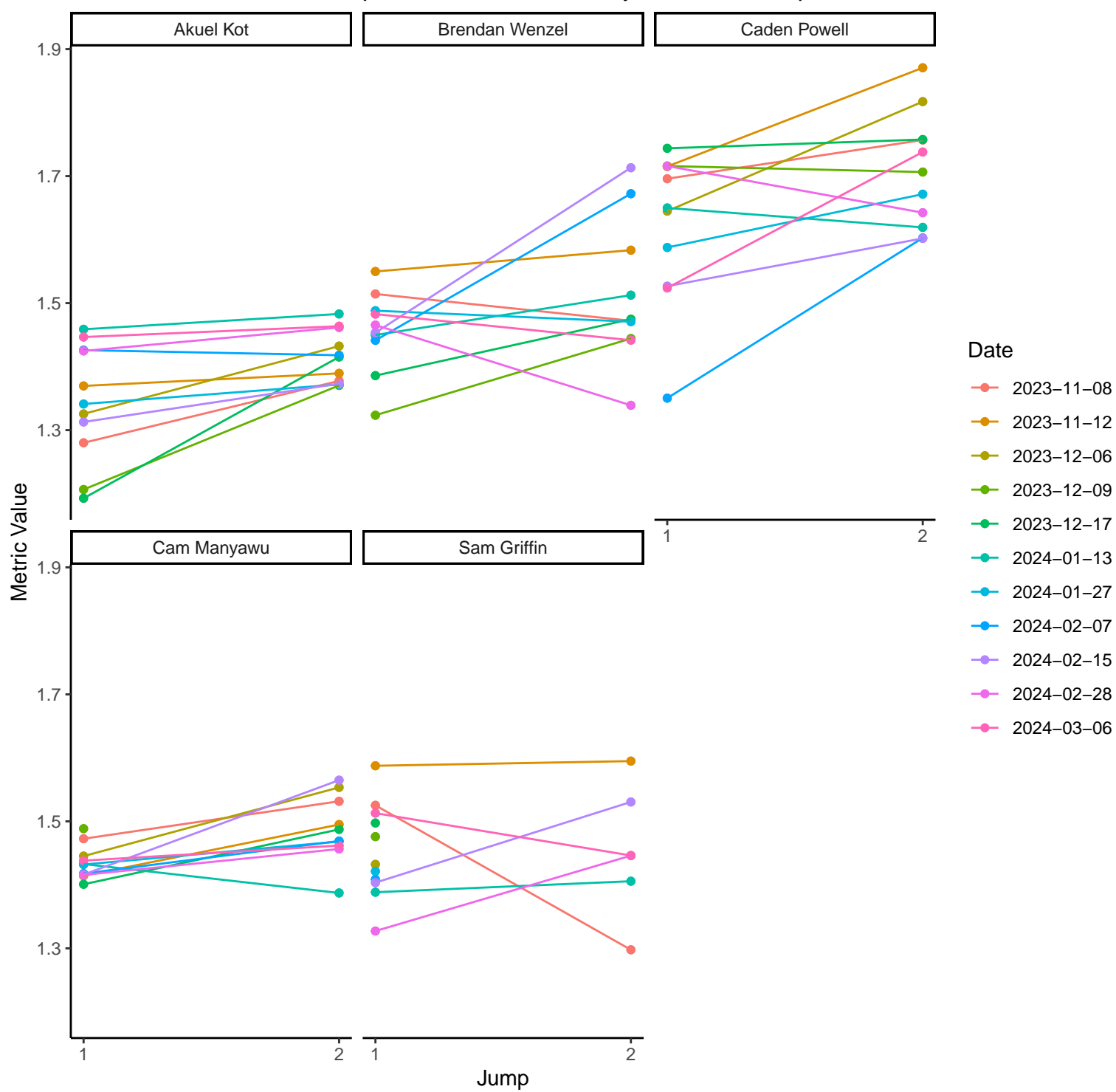
Landing Impulse For Each Player Across Jumps



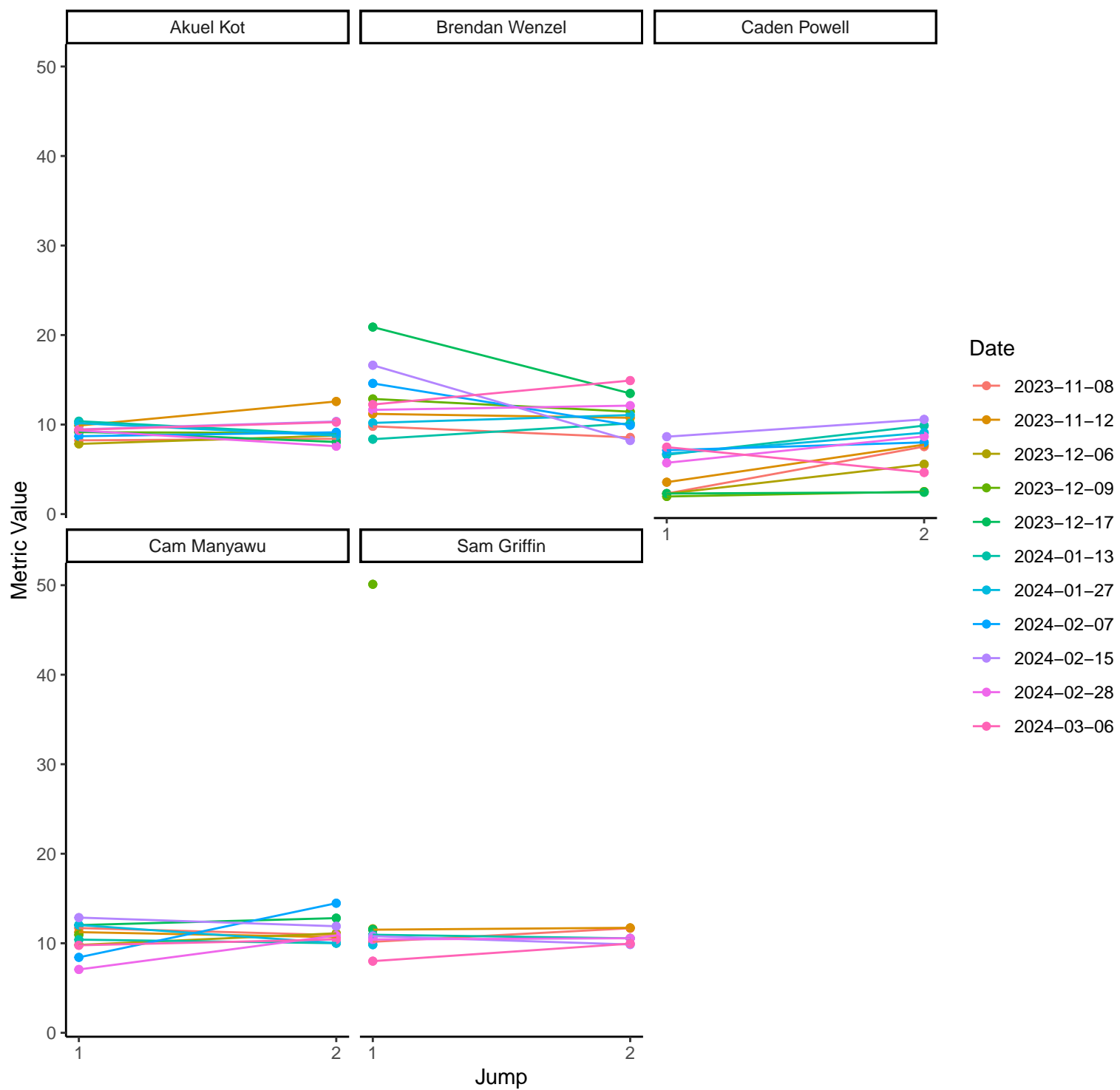
Landing Rfd 50 Ms For Each Player Across Jumps



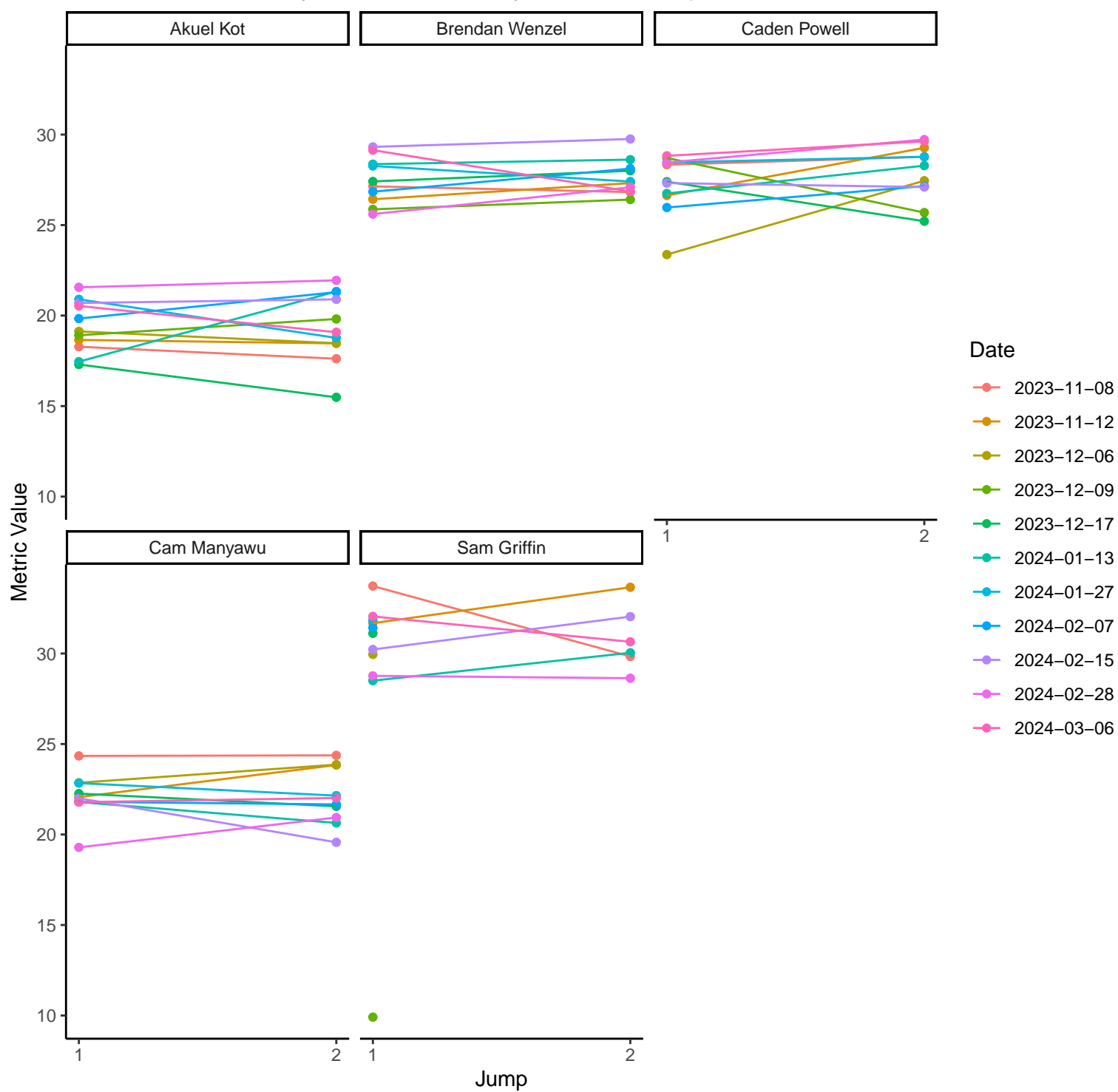
Eccentric Deceleration Impulse Bm For Each Player Across Jumps



Displacement at Takeoff For Each Player Across Jumps



Force at Zero Velocity Bm For Each Player Across Jumps



Rsi Modified Imp Mom For Each Player Across Jumps

