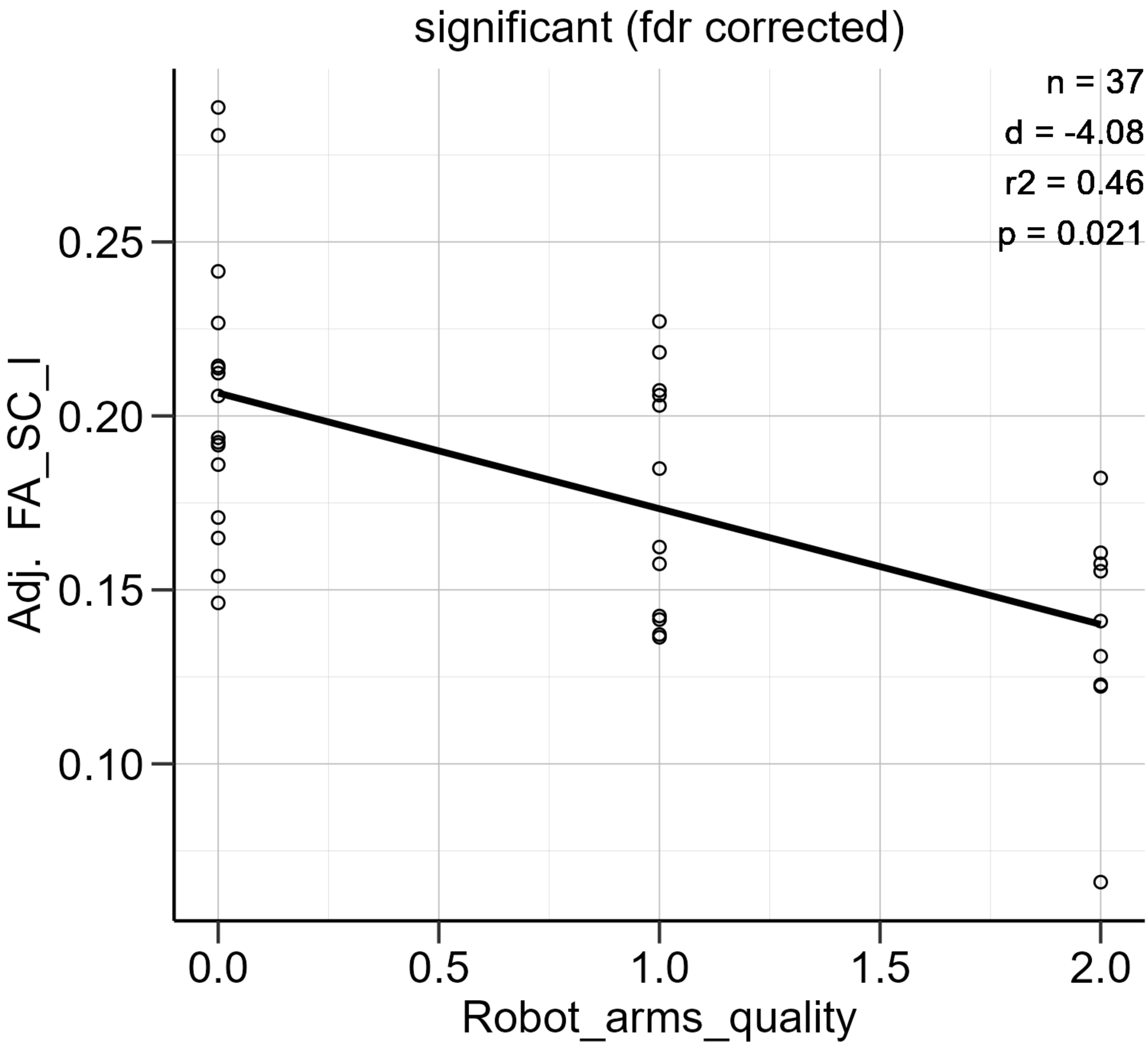
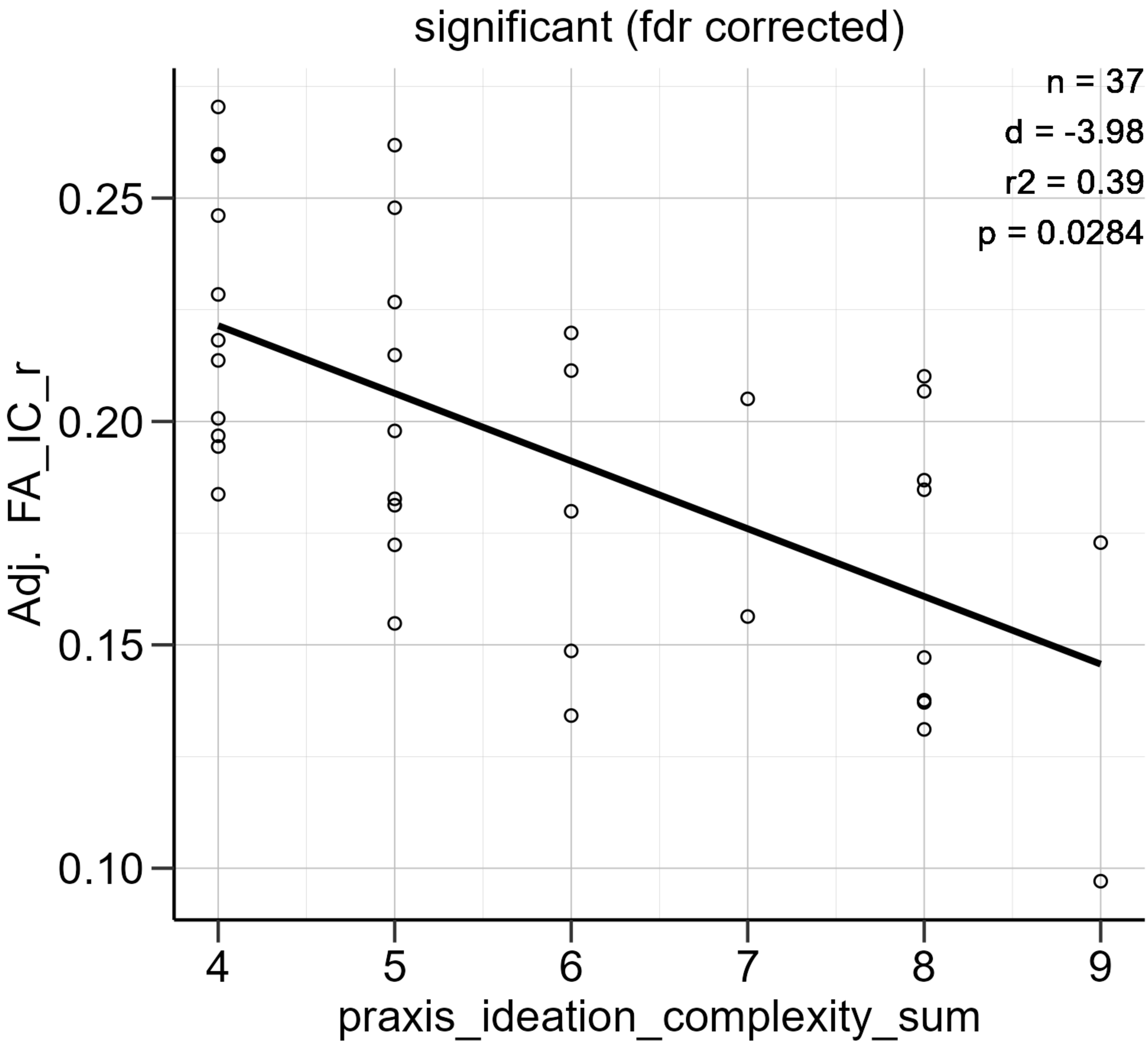
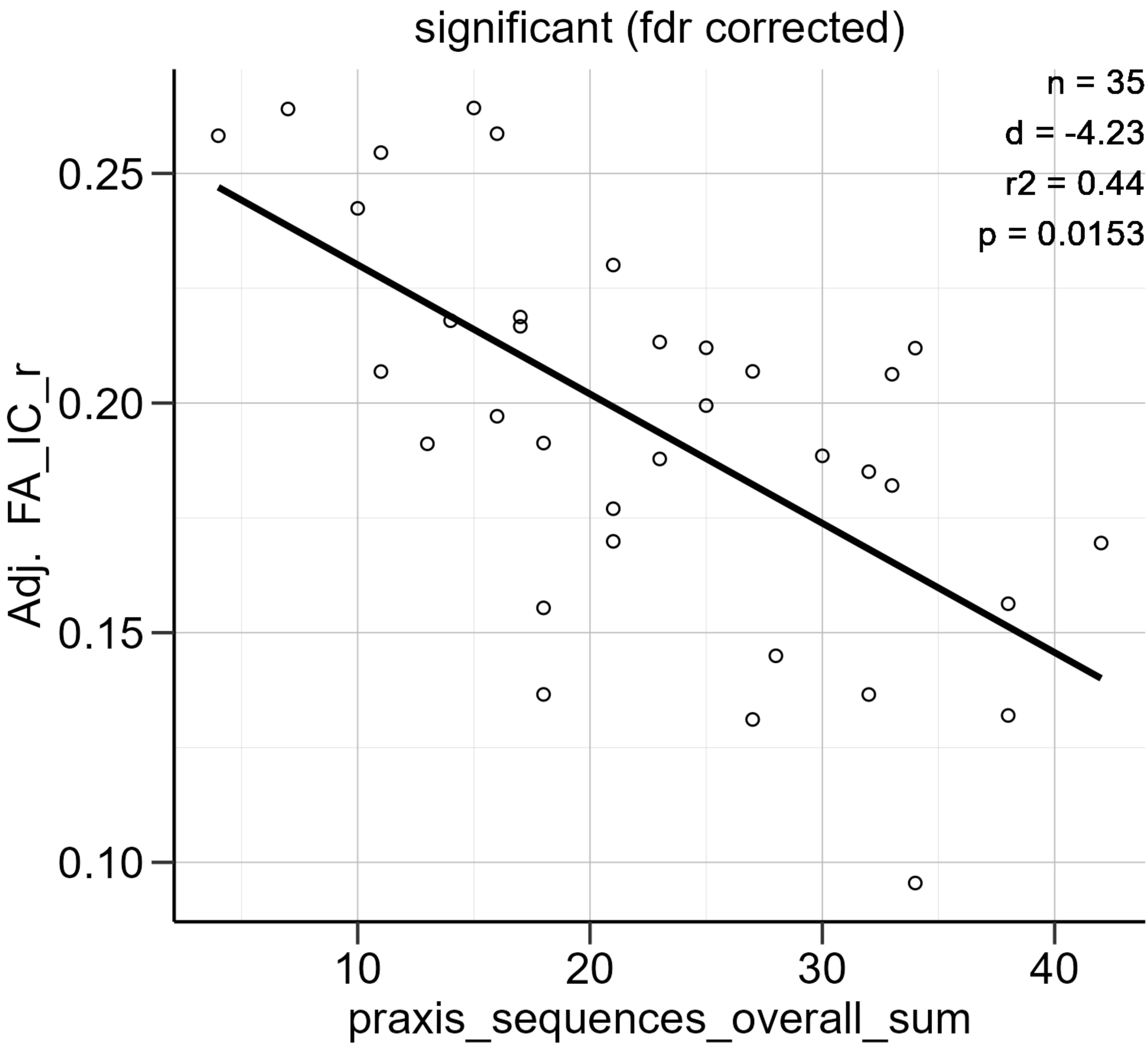
FA ~ Robot_arms_quality ('significant (fdr corrected)')



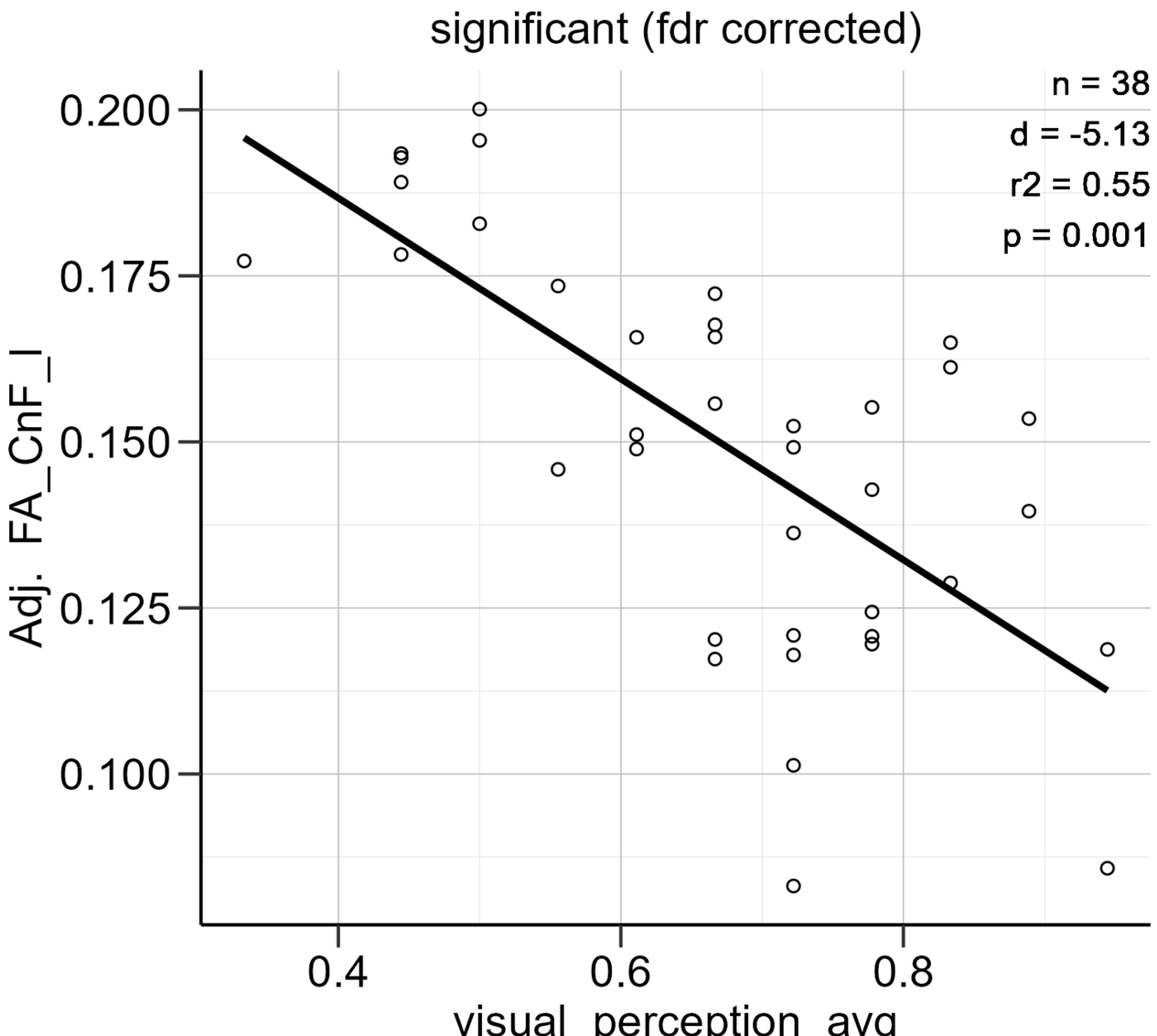
FA ~ praxis_ideation_complexity_sum ('significant (fdr corrected)')

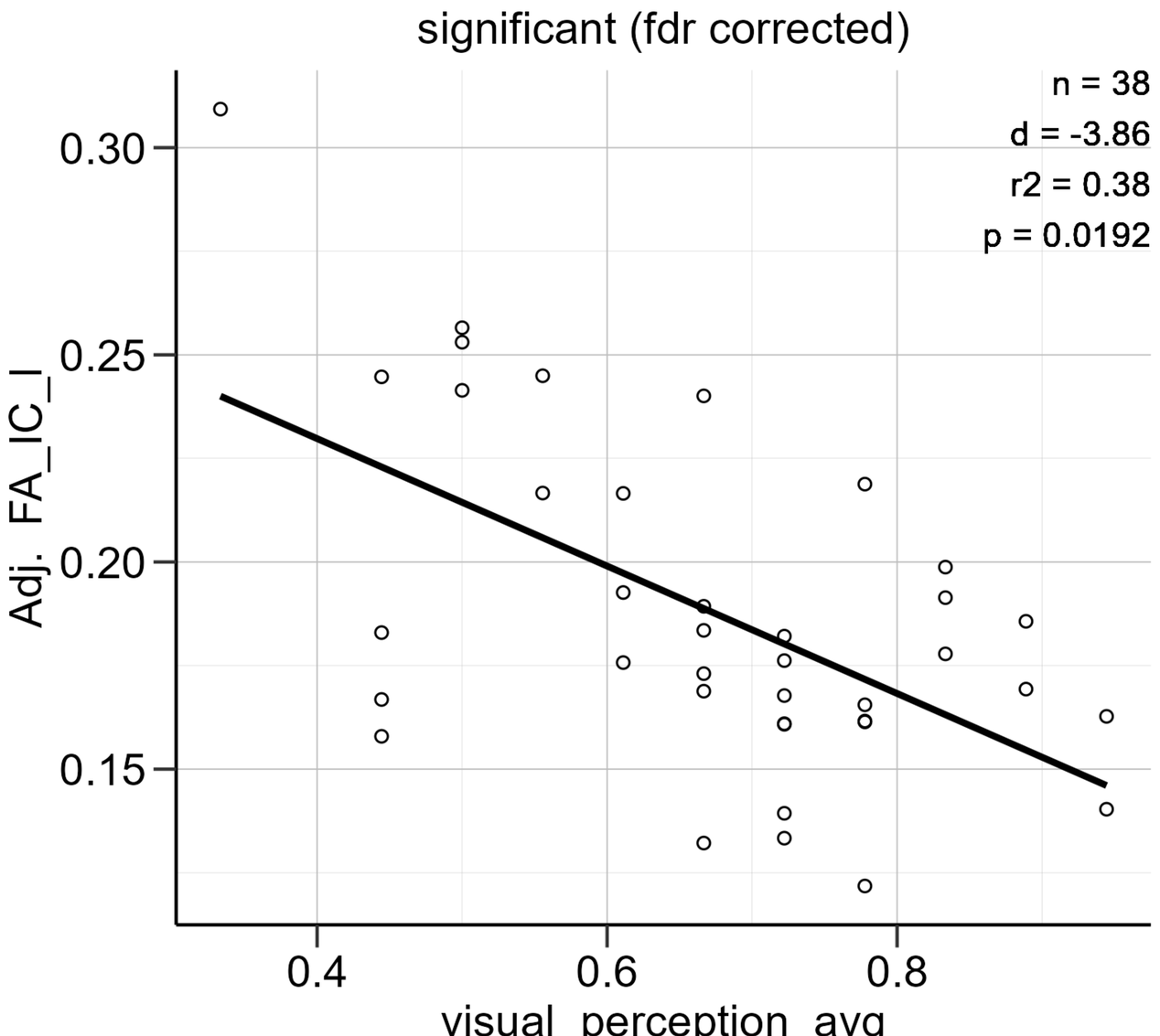


FA ~ praxis_sequences_overall_sum ('significant (fdr corrected)')

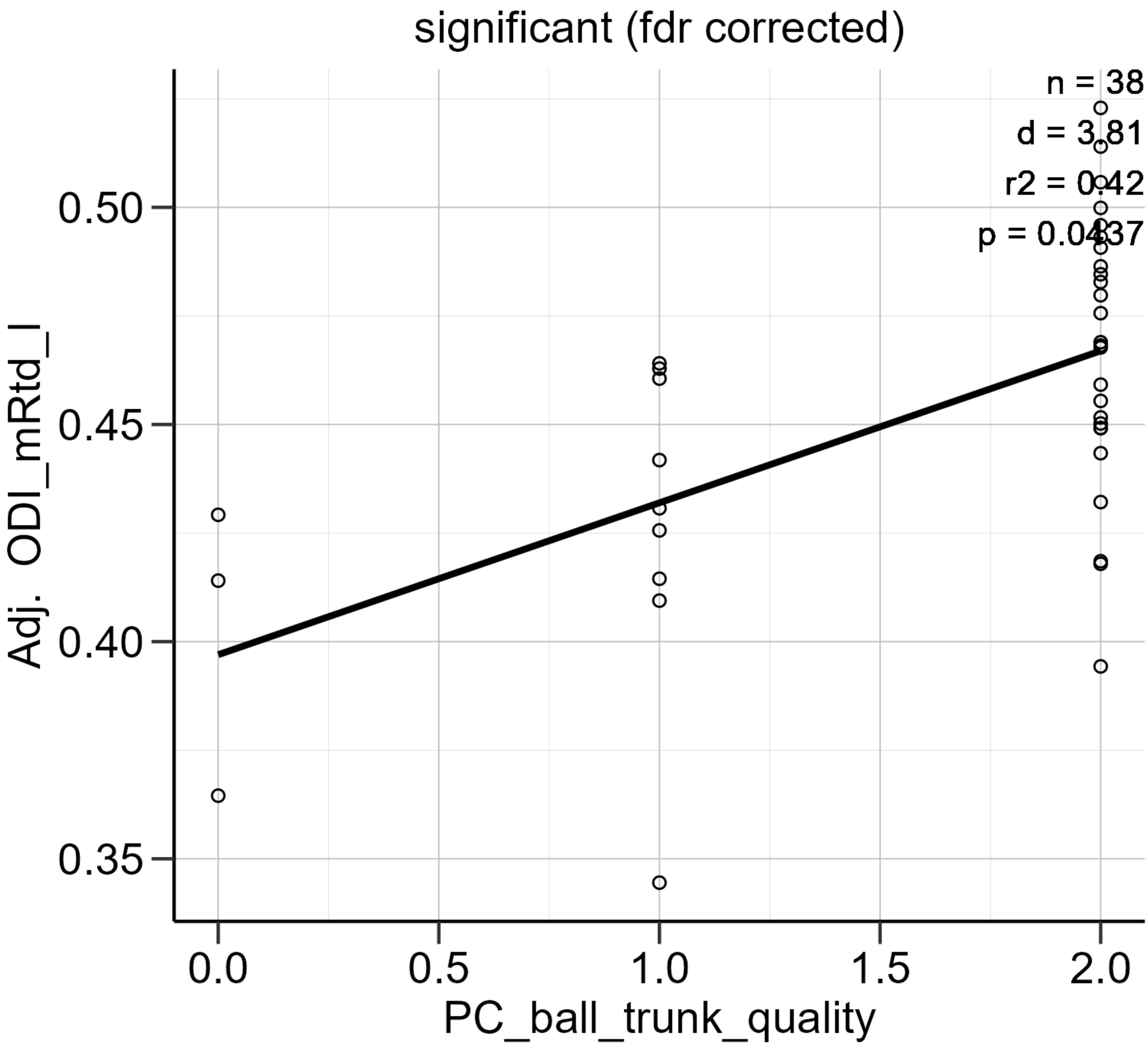


FA ~ visual_perception_avg ('significant (fdr corrected)')

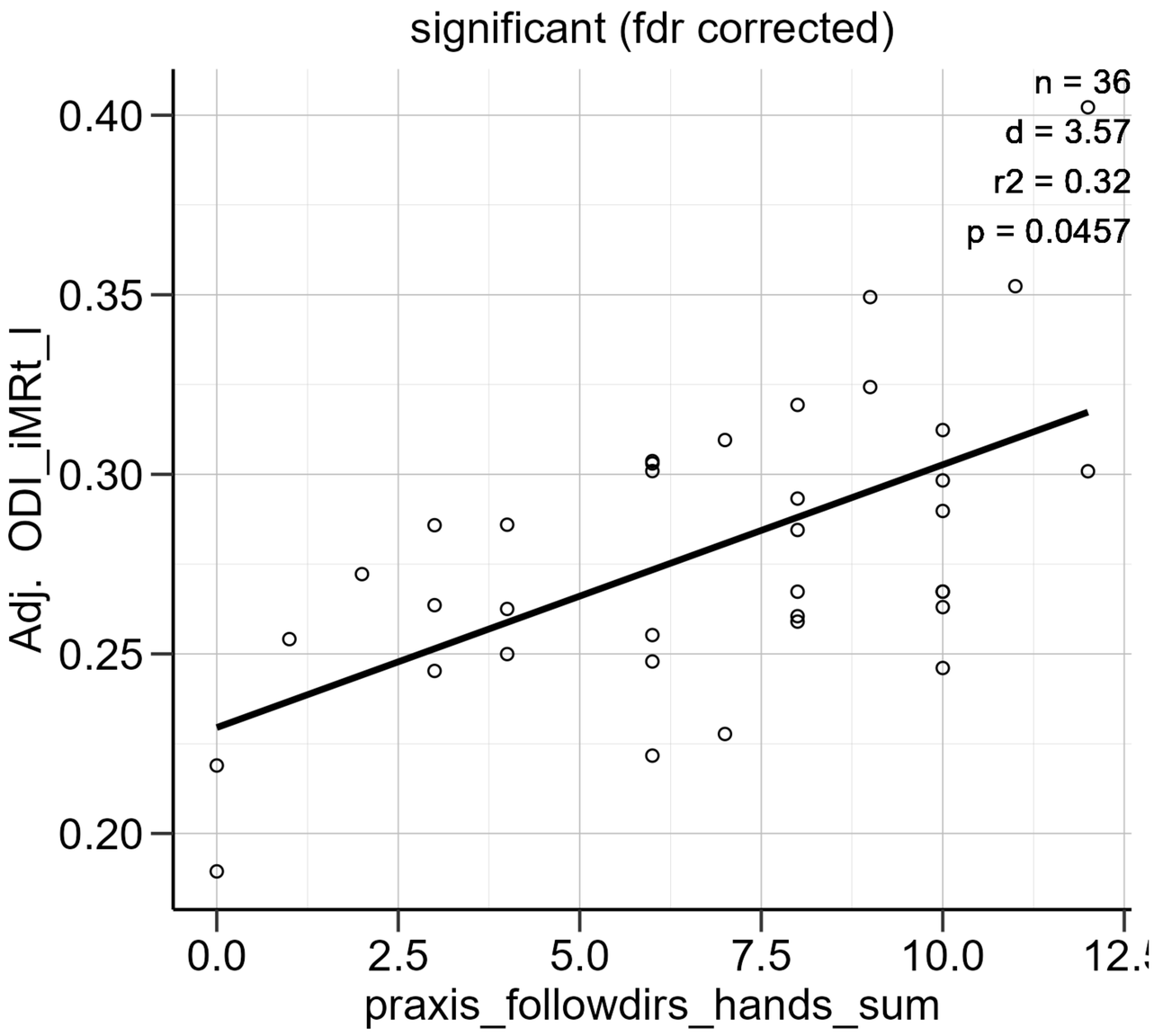


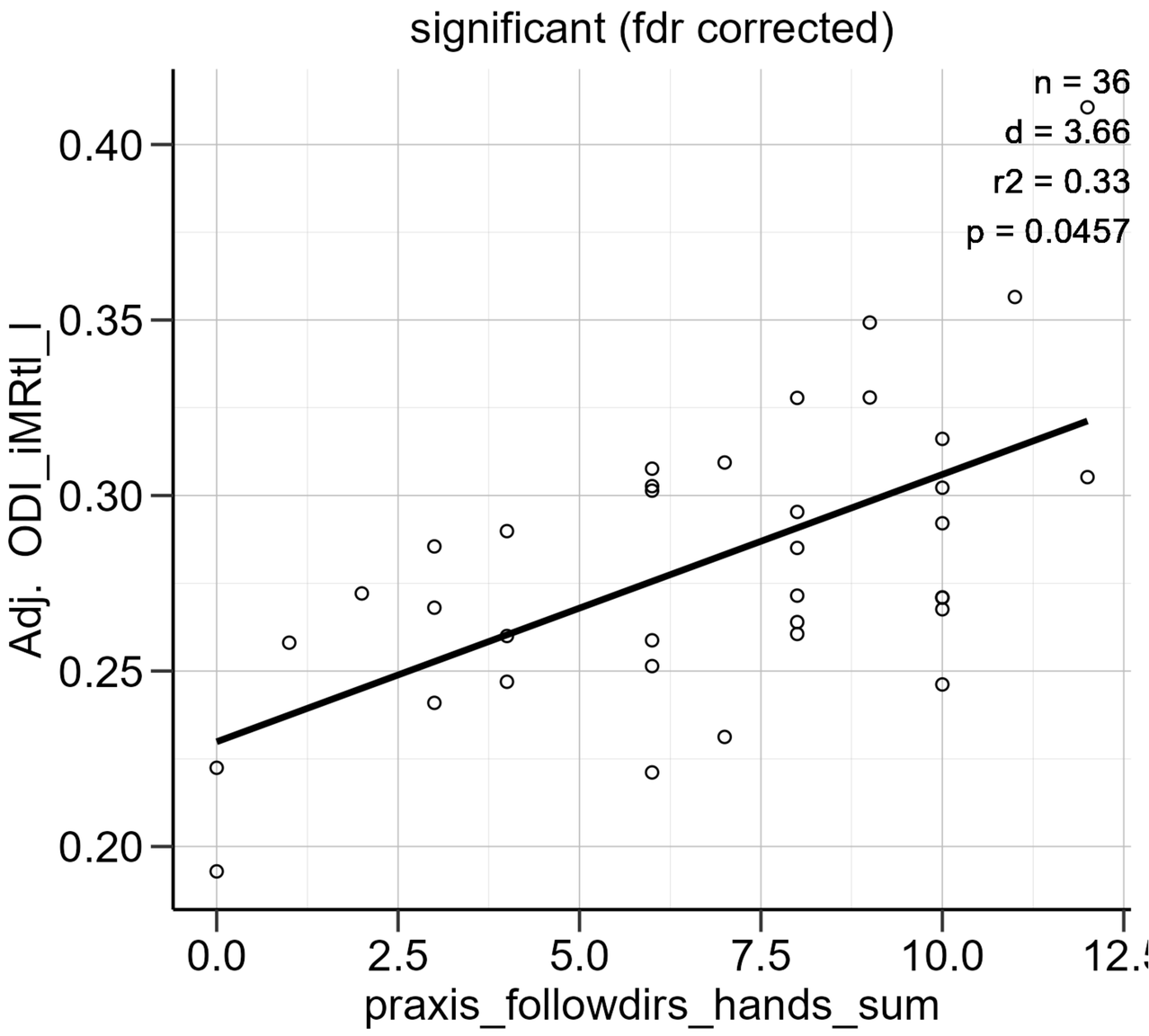


ODI ~ PC_ball_trunk_quality ('significant (fdr corrected)')

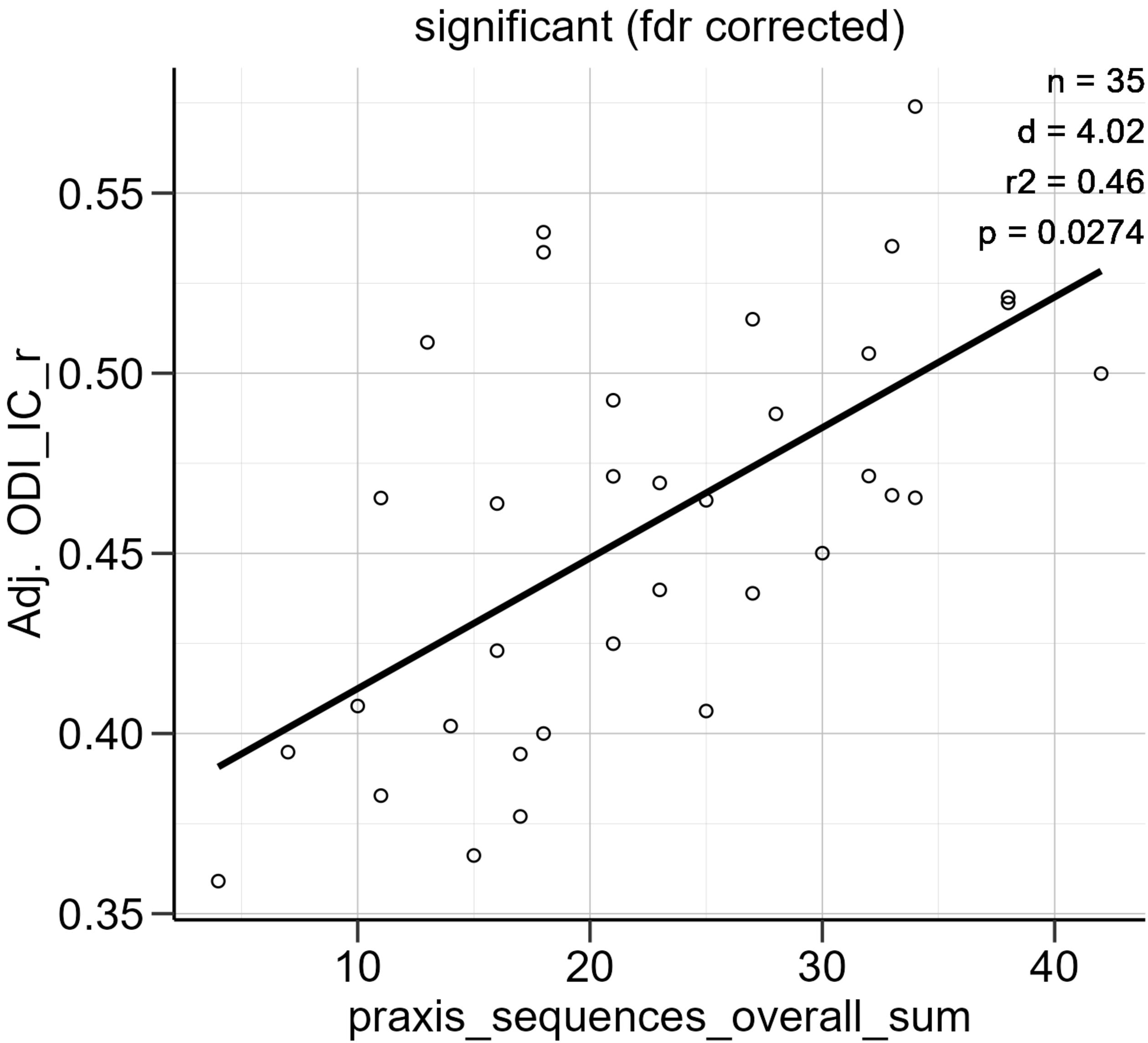


ODI ~ praxis_followdirs_hands_sum ('significant (fdr corrected)')

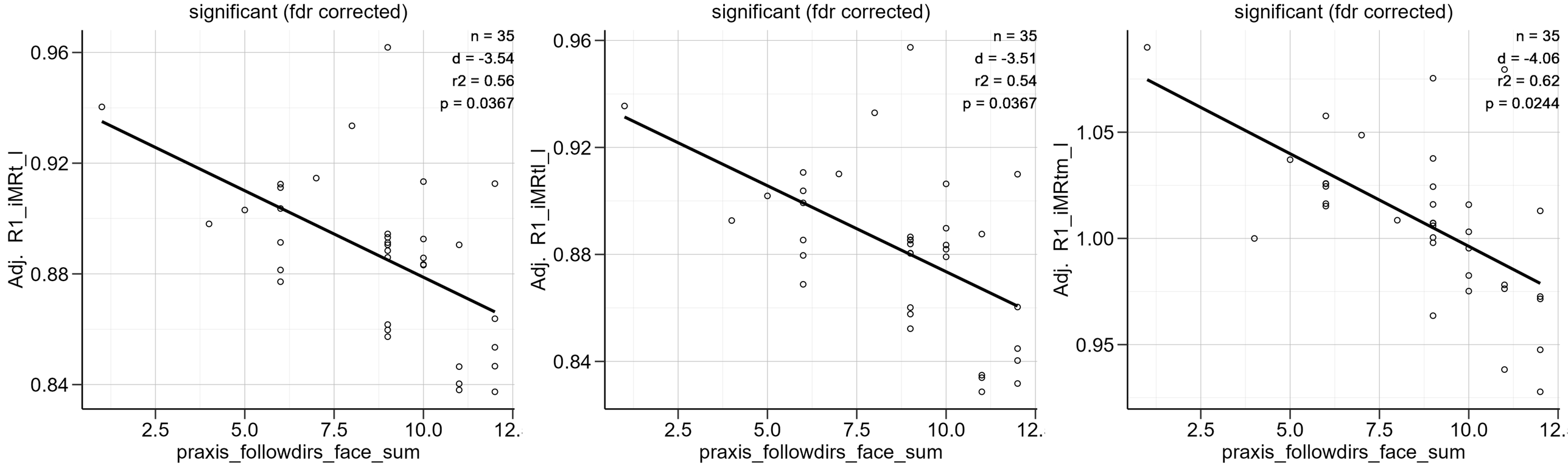




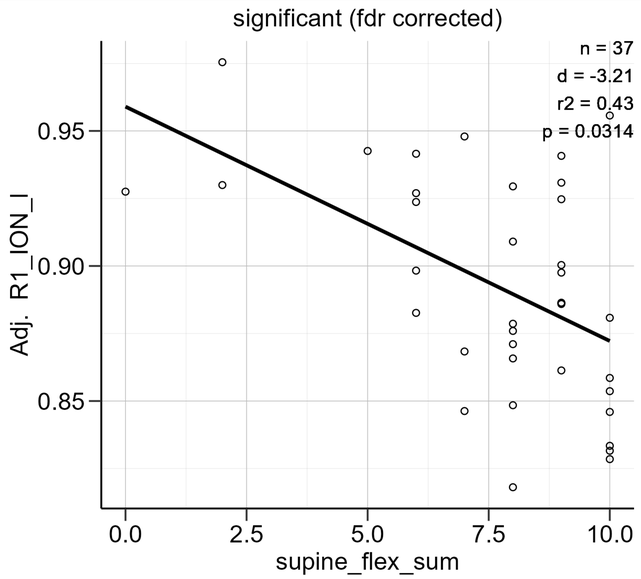
ODI ~ praxis_sequences_overall_sum ('significant (fdr corrected)')

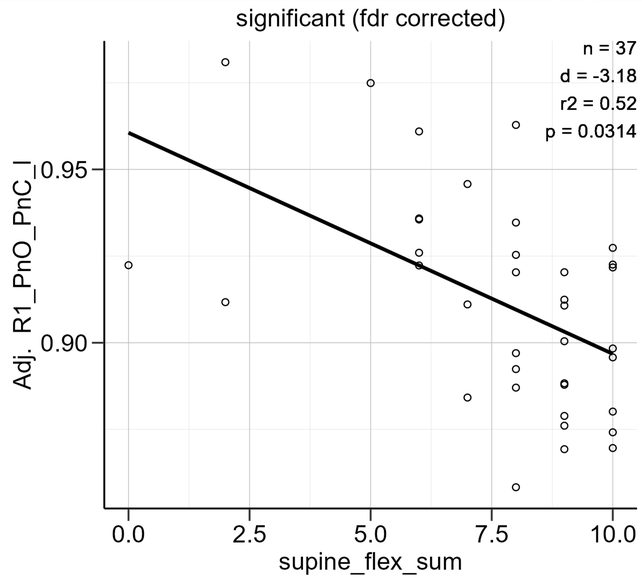


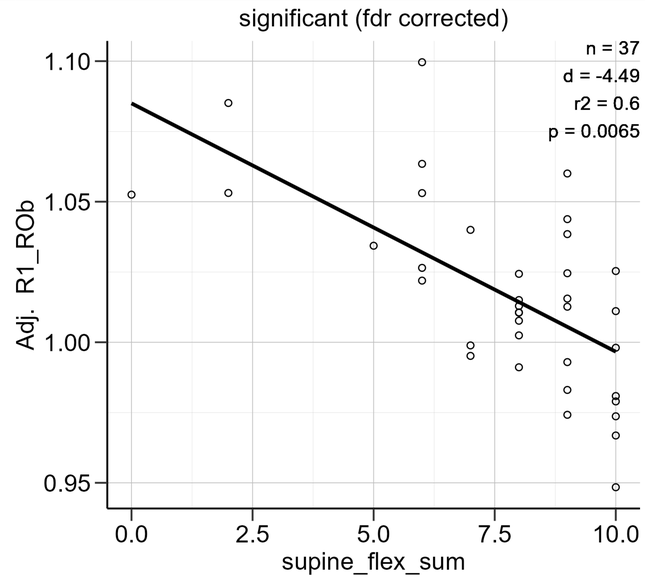
R1 ~ praxis_followdirs_face_sum ('significant (fdr corrected)')

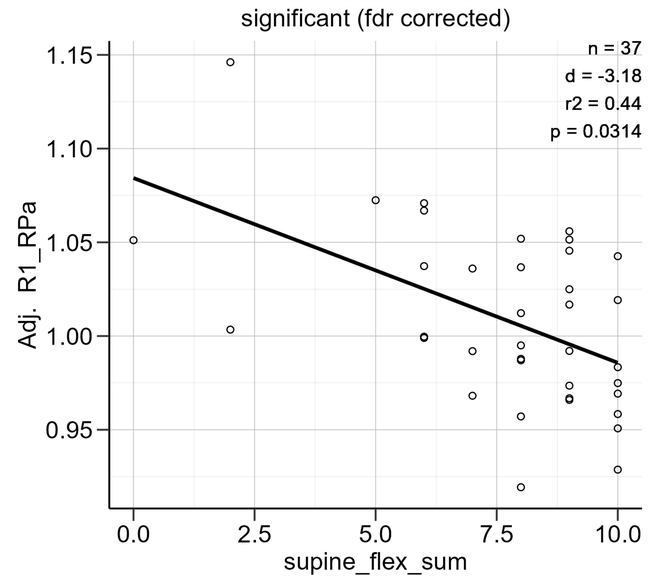


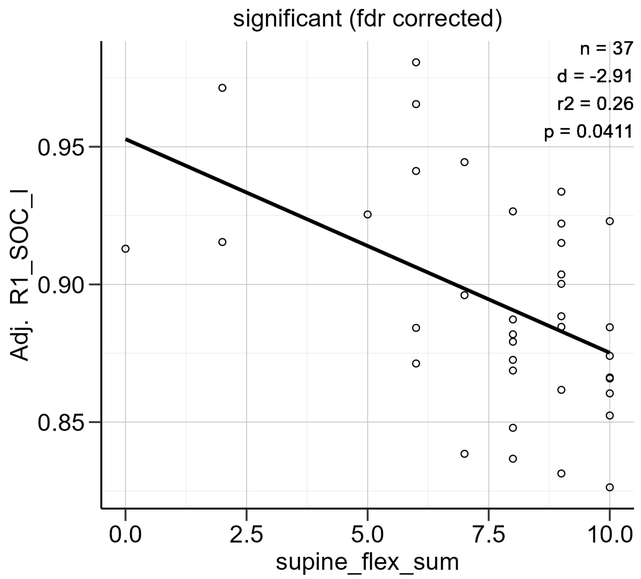
R1 ~ supine_flex_sum ('significant (fdr corrected)')

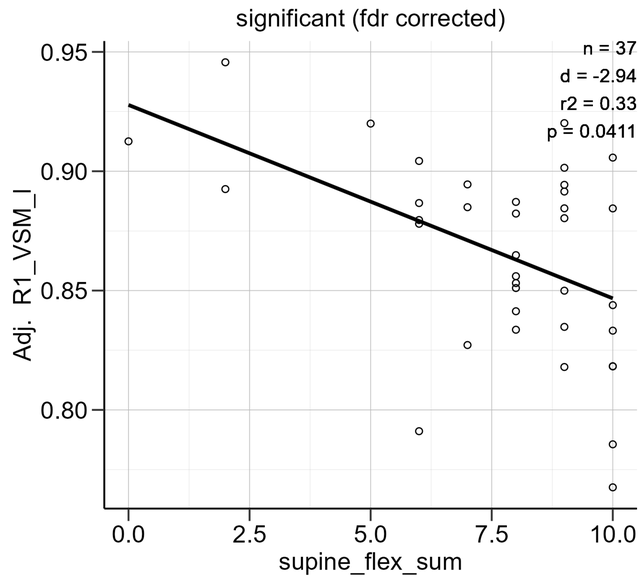


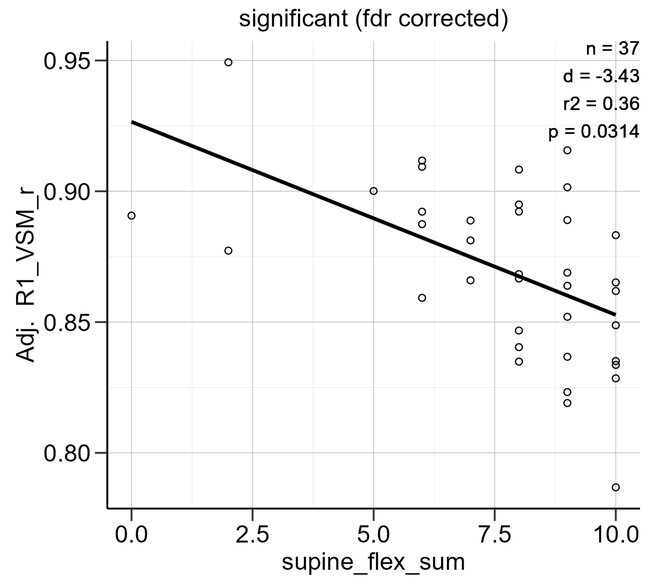


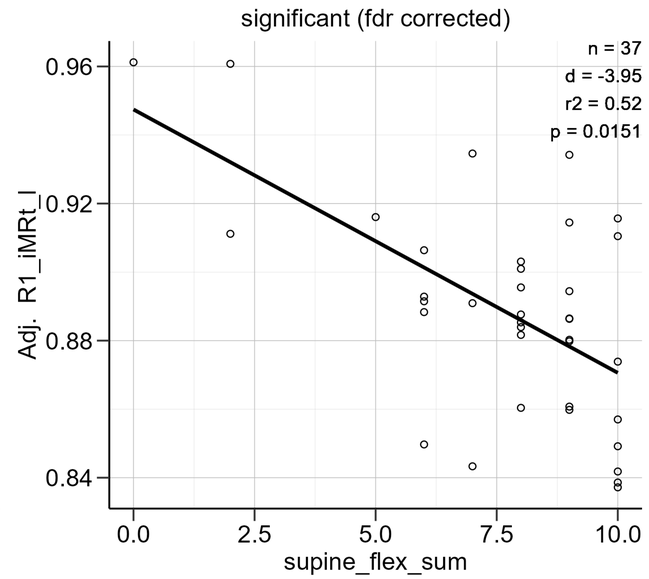


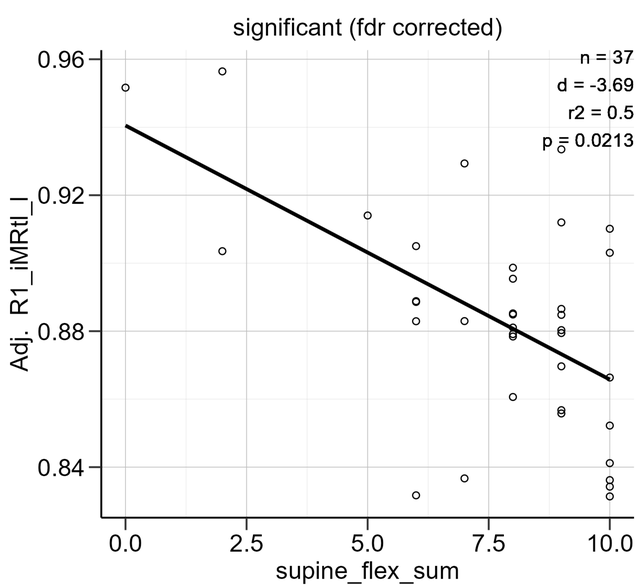


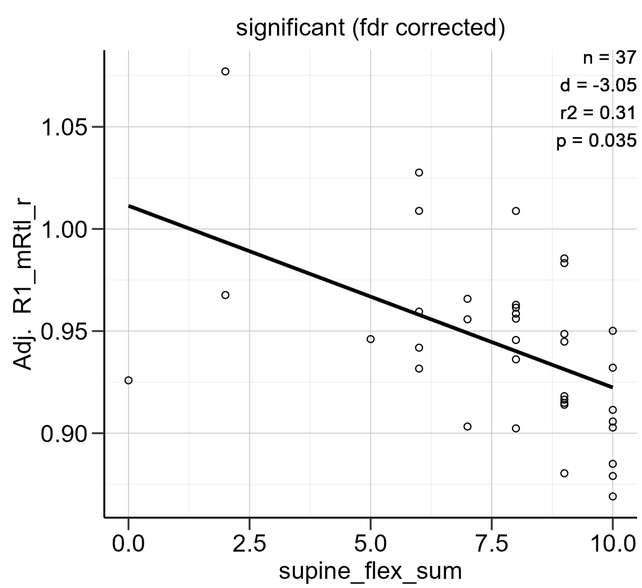


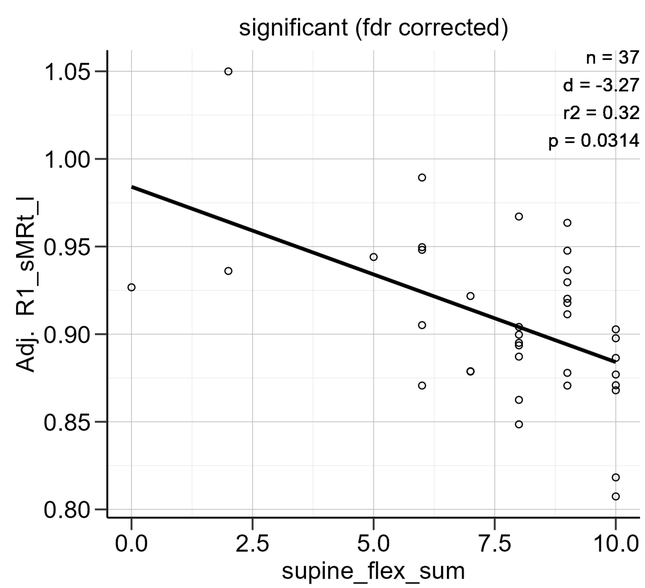


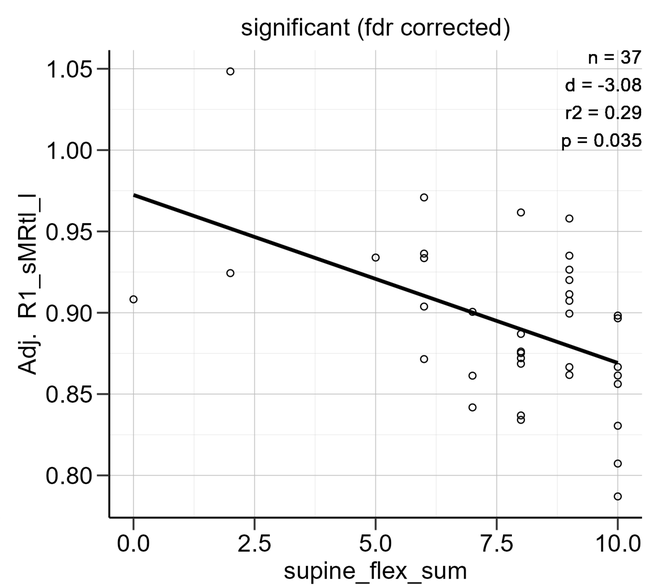




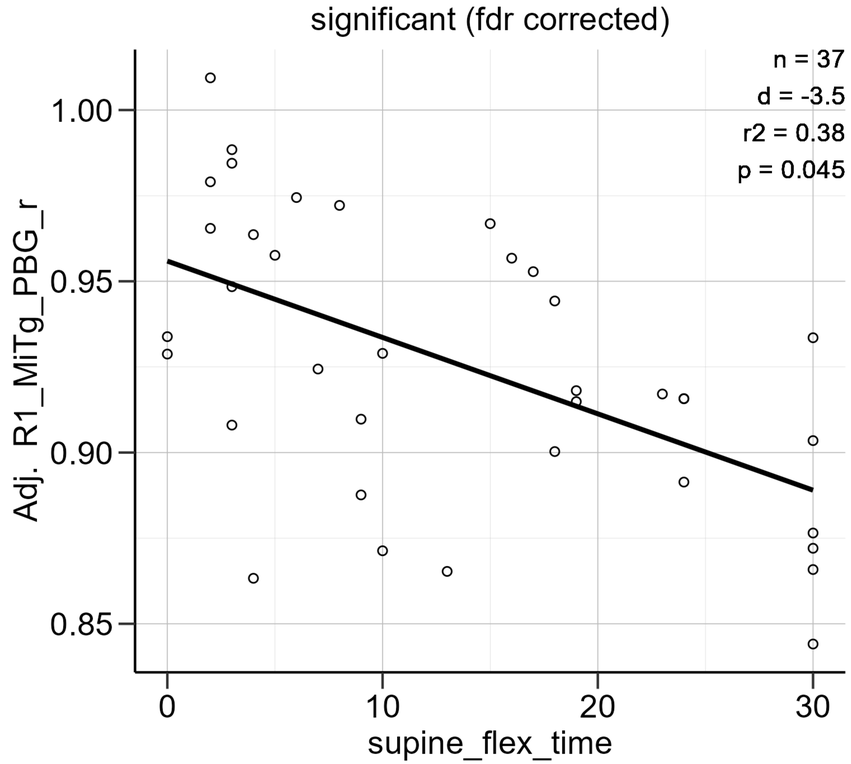


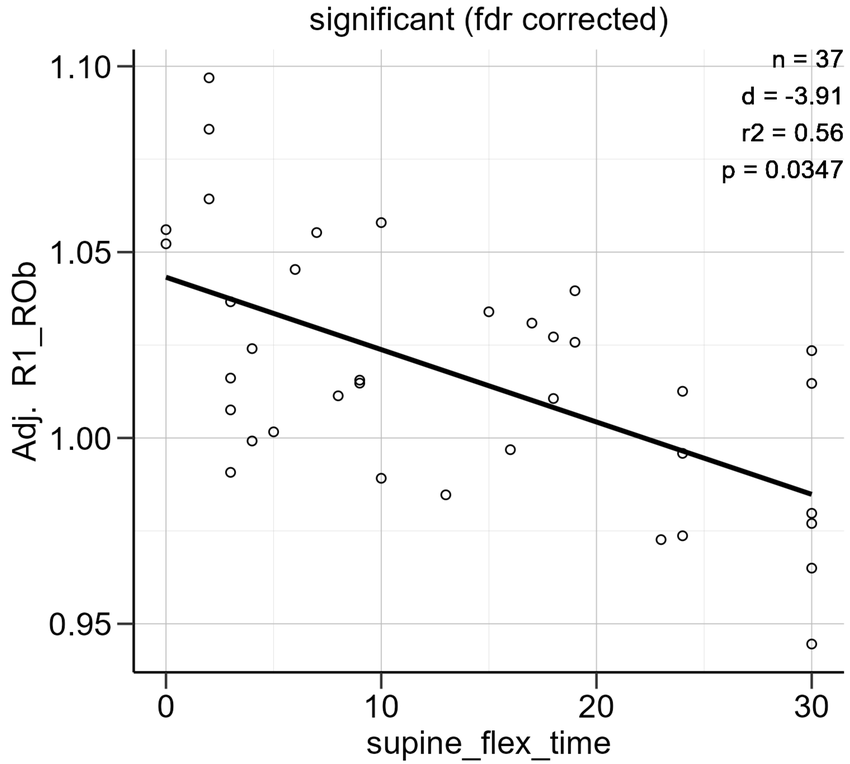


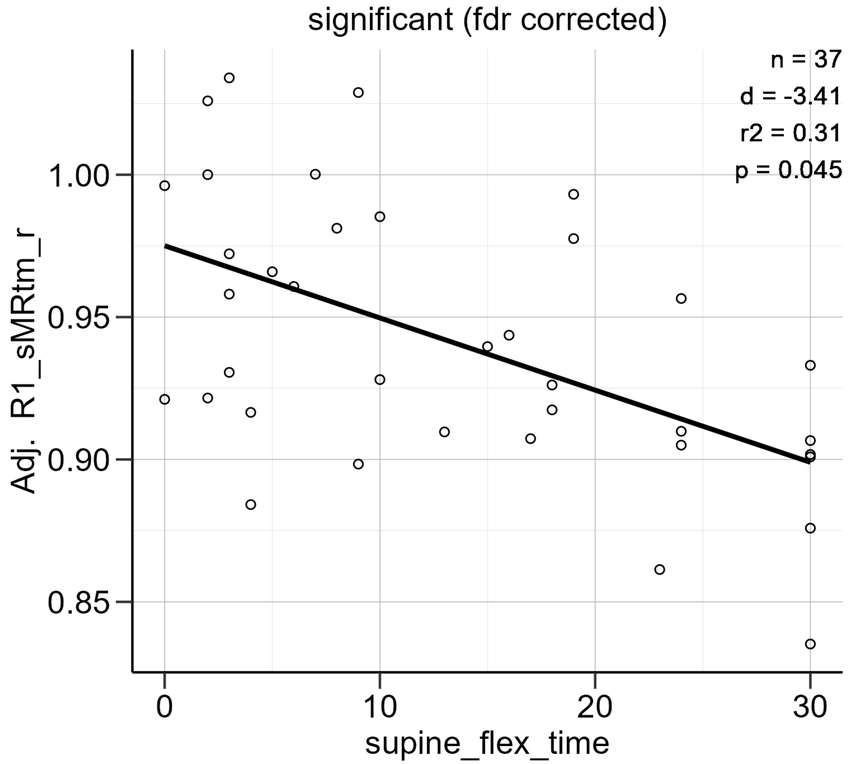




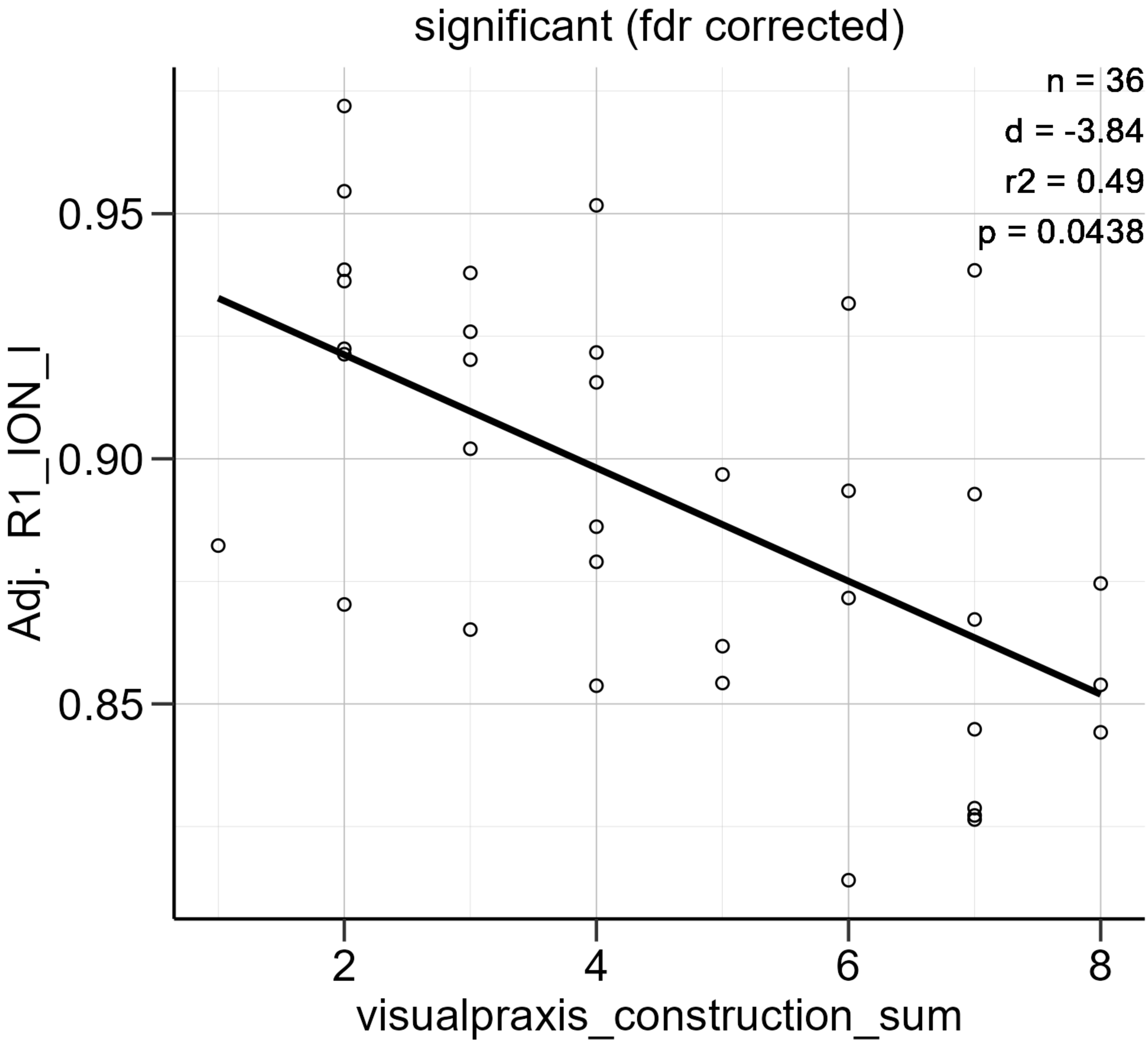
R1 ~ supine_flex_time ('significant (fdr corrected)')



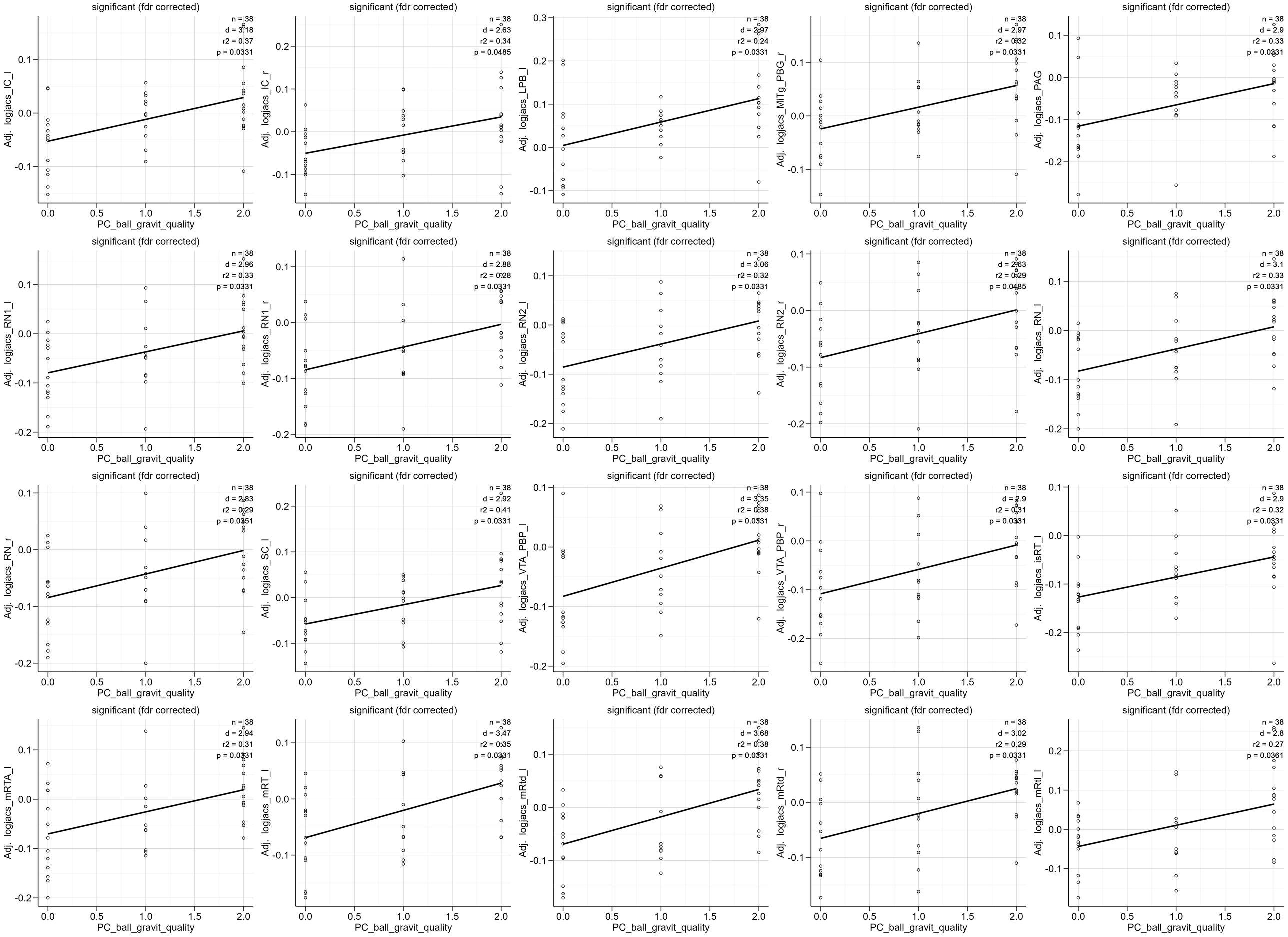




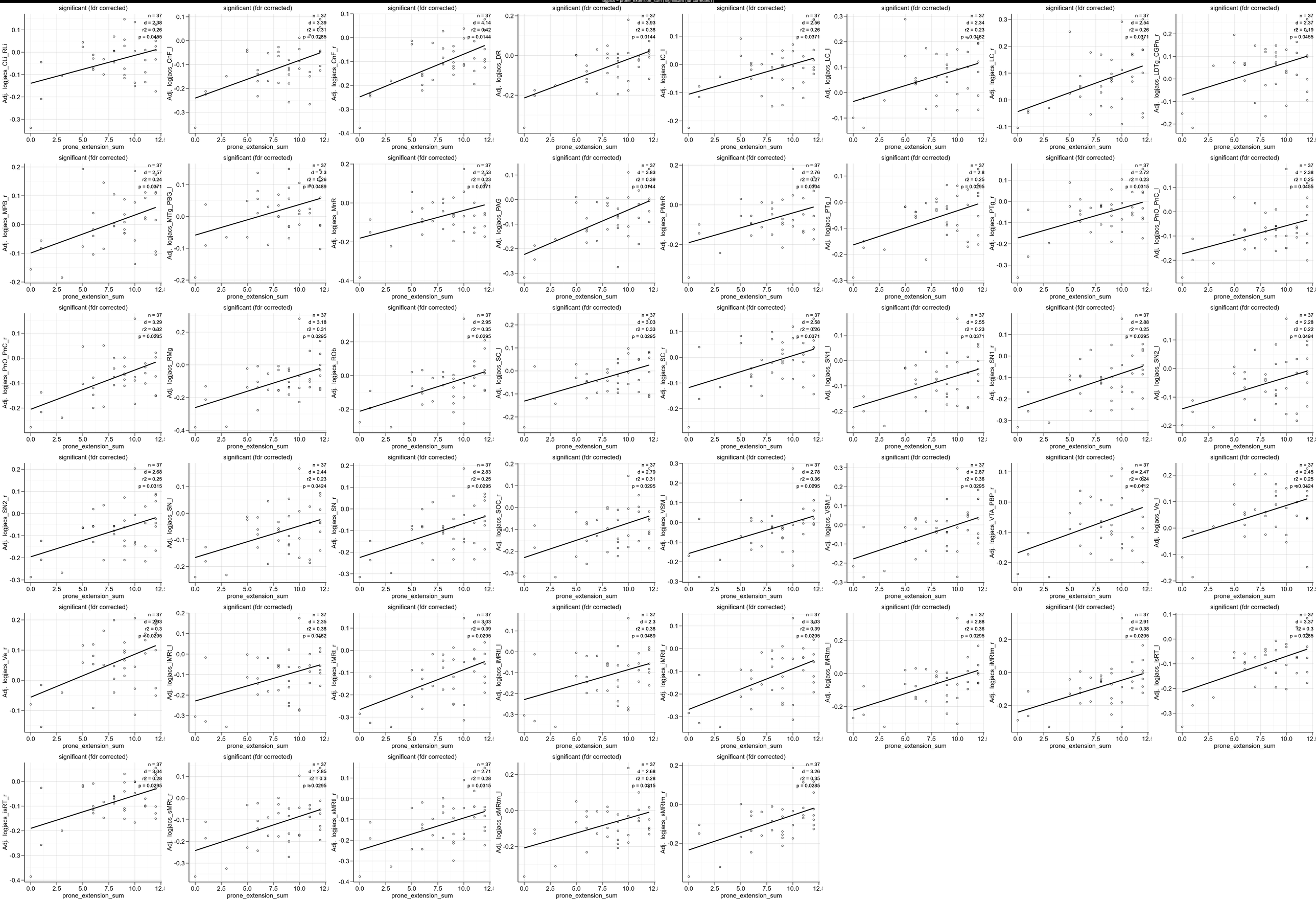
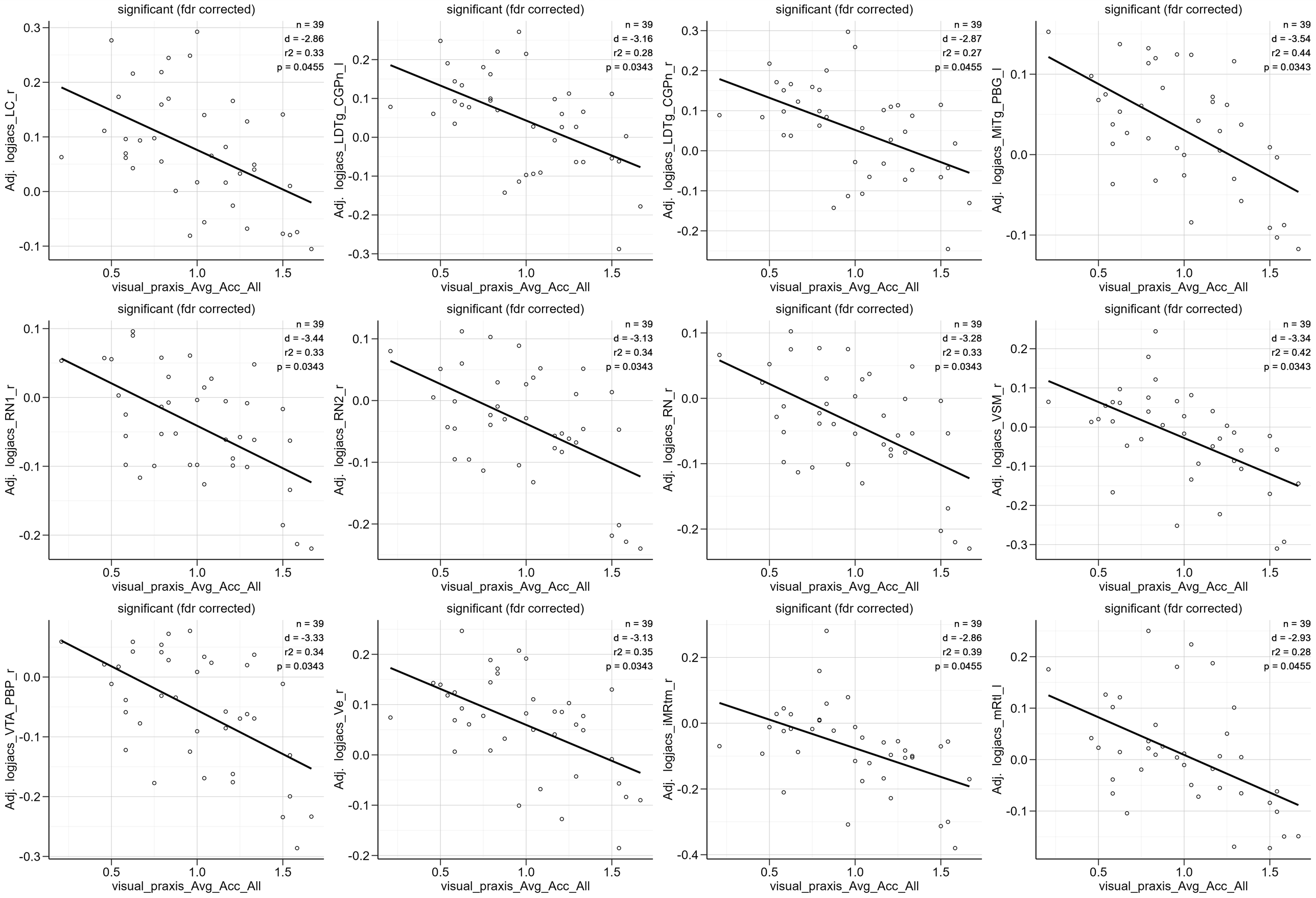
R1 ~ visualpraxis_construction_sum ('significant (fdr corrected)')



logjacs ~ PC_ball_gravit_quality ('significant (fdr corrected)')



logjacs ~ prone_extension_sum ('significant (fdr corrected)')



logjacs ~ visual_praxis_Avg_Acc_All ('significant (fdr corrected)')