				PE SYLLABUS TENT STRAND								
					,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		Healthy, Safe	Registration	Registration			
				nent Skill			and Active	Teacher/ Coach	Teacher			
				formance			Lifestyles	Week A	Week B			
				NT DESCRIPT								
To explore the Sub Descriptors for NSW PD HEALTH PE SYLLABUS - <u>click here</u>												
	Perform and refine movement skills to a variety of situations	Practise specialised movement skills and apply them in a variety of movement sequences and situations (ACPMP061)	objects, effort and people to perform	Apply critical and creative thinking to generate, create and access solutions to movement challenges (ACPMP068)	Participate positively in groups and teams by encouraging others and negotiating roles and responsibilities (ACPMP067)	fair play that aligns with rules when participating in a range of	Recognise how regular physical activity and movement situations promote enjoyment and positive outcomes for					
COORDINATION & AGILITY						(ACPMP069)	participants					
ACTIVITIES												
SKIPPING	,	/		/			/					
1.Skipping Forward and Backward	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
2.Skipping for Length	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
3. Skipping for Height	\checkmark	\checkmark	\checkmark	\checkmark	,		\checkmark					
4. Rope Skipping	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		\checkmark					
RUNNING	-	-		· ·		I						
1. Jogging Forward and Backward	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
2. Jogging Fwd, Bwd and Lateral	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
3. Jogging Fast Leg, Heel Flick	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
4. Karioka Step	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
SPRINTING	-	-	-	-			-					
1. Sprinting	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
2. Bow Tie Agility Drill	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
3. Diagonal, Forward, Backward	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
4. Lateral, Forward, Backward	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
5. Jumps, Cone Weave, Fwd, Bwd	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
6. Run and Touch	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
MARCHING						-	-					
1. High March, Arms Abducted	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
2. High March, Arms in Front	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
3. High March, Rotate	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
4. High Knee March and Rotate	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
LUNGING		-	-		_	•	-					
1. Walking Lunge	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
2. Lunge and Scoop	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
3. Lunge and Rotate	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
JUMPING												
1. Jump for Rhythm and Frequency	\checkmark	<i>√</i>	\checkmark	\checkmark		ļ	\checkmark					
2. Tuck Jumps	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
3. Fwd, Bwd, Lateral Jumps	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
4. 180 Degreee Spin Jump	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
5. Jump Squat to Lunge	√	\checkmark	\checkmark	\checkmark		ļ	\checkmark					
6. Rhythm Jumping	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
HOPPING						I						
1. Hops in Place	\checkmark	<i>√</i>	\checkmark	\checkmark		ļ	\checkmark					
2. Hopping Laterally	\checkmark	\checkmark	\checkmark	\checkmark		ļ	\checkmark					
3. Hops with Leg Cycle	\checkmark	\checkmark	\checkmark	\checkmark		ļ	\checkmark					
4. Hopping for Length	\checkmark	\checkmark	\checkmark	\checkmark		ļ	\checkmark					
5. 180 Degree Hops	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark					
SKILL DEVELOPMENT												
ACTIVITIES												
1. Exploration Activites	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark					
2. Ball Handling	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark					
3. Passing	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark					
4. Throwing	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark					
5. Kicking	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark					
6. Juggling	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark					

			PD/HEALTH/						
				TENT STRAND			Healthy, Safe	Registration	Registration
				formance			and Active	Teacher/ Coach Week A	Teacher Week B
			CONTE	NT DESCRIPT	ORS		Lifestyles	WeekA	Week b
	To explore t	he Sub Descrip	otors for NSW	PD HEALTH F	PE SYLLABUS -	click here			
	Perform and refine movement skills to a variety of situations	Practise specialised movement skills and apply them in a variety of movement sequences and situations	objects, effort and people to perform	Apply critical and creative thinking to generate, create and access solutions to movement challenges	Participate positively in groups and teams by encouraging others and negotiating roles and responsibilities	fair play that aligns with rules when participating in a range of	Recognise how regular physical activity and movement situations promote enjoyment and positive		
		(ACPMP061)	-	(ACPMP068)	(ACPMP067)	activities (ACPMP069)	outcomes for participants		
MOVING IN THE ENVIRONMEN	т								
ACTIVITIES	· · ·	· · ·	1 /	· ·		T	,		
1. Precision Jumps	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
2. Cat Crawl	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
3. Pole Climb	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
4. Vaulting 5. Rolling	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
6. Hanging and Swinging	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
7. Exploration Activities	\checkmark	\checkmark	\checkmark	\checkmark			 √		
DYNAMIC MOVEMENT CONTRO		1 ·				•			
ACTIVITIES									
1. Fixed Leg Stepping	\checkmark	√	\checkmark	√			\checkmark		
2. Quadruped	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
3. Rhythmical Squat	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
4. Trunk Rotation	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
5. Pepe Le Pew	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
5. Bilateral Squat to Jump to	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
7. Unilateral Squat to Jump to	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
3. Bent Arm Plank to Squat	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
9. Hand Stand	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
10. Standing Position to Bwd Roll 11. Drop Arm Spin	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
12. Forward Roll	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
13. Pivot Lunge	\checkmark	\checkmark	\checkmark	\checkmark			✓ ✓		
14. Ribbon Arm Spin	\checkmark	· √	\checkmark	\checkmark			\checkmark		
15. Rollercoaster Surfers	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
CORE MOVEMENT									
ACTIVITIES									
1. Mountain Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
2. Mountain Pose (Arms Abducted)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
3. Tree Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
4. Standing Overhead Arms	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
5. Chair Pose 6. Star Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
5. Star Pose 7. Triangle Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
8. Rotated Triangle	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
9. Warrior Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
10. Kneeling Warrior Pose	✓ ✓	✓ ✓	 ✓	\checkmark			\checkmark		
11. Side Warrior Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
12. Extended Lateral Lunge Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
13. Rotated Lunge Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
14. Rotated Single Leg Balance	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
L5. Open Single Leg Balance	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
L6. Raised Leg Pose (Neutral)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
.7. Raised Leg Pose (Open) .8. Raised Leg Pose (Rotated)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
.9. Prayer Position w/ Bent Over Warrior		\checkmark	\checkmark	\checkmark			\checkmark		
20. Eagle Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
1. Legs Wide Pose (Concave Back)	\checkmark	\checkmark	\checkmark	\checkmark			 √		
22. Legs Wide Pose (Holding Ankles)	\checkmark	\checkmark	\checkmark	\checkmark			✓ ✓		
23. Legs Wide Pose (Headstand Position)		√ 	\checkmark	\checkmark		1	\checkmark		
24. Legs Wide Pose (Arms Over)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
25. Legs Wide Pose (Rotated)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
26. Rag Doll	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
27. Gorilla Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
28. Straight Back Gorilla Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
29. Single Leg Balance w/ Hip Extension	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		

				PE SYLLABUS					
				TENT STRAND	S		Healthy, Safe	Registration	Registration
				ent Skill Formance			and Active	Teacher/ Coach	Teacher
				NT DESCRIPT			Lifestyles	Week A	Week B
	To explore th	ne Sub Descrip			E SYLLABUS -	click here			
	refine movement skills to a variety of	movement skills and apply them in a	objects, effort and people to perform	Apply critical and creative thinking to generate, create and access solutions to movement challenges (ACPMP068)	Participate positively in groups and teams by encouraging others and negotiating roles and responsibilities (ACPMP067)	activities	activity and movement situations promote enjoyment and positive outcomes for		
CORE MOVEMENT CONTINUED))					(ACPMP069)	participants		
		/							
31. Spider Pose 32. Drawbridge Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
33. Simple Cross Leg Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
34. Kneeling Back Bend	\checkmark	\checkmark	\checkmark	\checkmark			 ✓		
35. Prone Glute	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
36. Butterfly Pose	 √	\checkmark	\checkmark	\checkmark			\checkmark		
37. Bow Pose	 √	\checkmark	√	\checkmark			\checkmark		
38. Rolling Bow Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
39. Kneeling Overhead Arms	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
10. Kneeling Lateral Trunk Flexion	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
11. Downward Facing Dog	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
12. Up Face Dog	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
13. Crocodile Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
14. Side Star Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
15. Camel Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
16. Half Bridge (Holding Ankles)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
7. Half Bridge (Fingers Interlocked)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
18. Crane Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
19. Frog	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
50. Child's Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
51. Pretzel with Eagle	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
52. Arms Under Over	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
53. Full Bridge	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
54. The Slide	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
55. Plank Pose	\checkmark	\checkmark	\checkmark	\checkmark		 	\checkmark		
56. Table Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
57. Side Lying Bicep Stretch	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
58. Windscreen Wiper 59. Seated and Inverted 'L'	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
50. Crawling	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
51. Prone Posture (Elbows Abducted)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
52. Prone Posture (Elbows Flexed)	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
63. Constructive Rest	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
54. Corpse Pose	\checkmark	\checkmark	\checkmark	\checkmark			\checkmark		
CHALLENGES & GAMES	1 <u>v</u>	×	· · ·						
ACTIVITIES									
. Aeroplanes and Airports	√	√	√	\checkmark	√	√	√		
2. Beat The Ball	\checkmark	\checkmark	 √	\checkmark	\checkmark	\checkmark	√		
B. Bombardment	 √	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
Builders And Bulldozers	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Capture The Flag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Combat	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
7. Cooperation Game	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Crocodile Net	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
). Dodge Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
0. Dog Pound	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
1. Explorer Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
2. Farmer Sam	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Five Noses	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
4. Four Corner Drill	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Foxes and Rabbits	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
6. Frisbee Football	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
7. Frisbee Ninja	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
0. One of Data	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
8. Grand Prix		. /	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
9. Hero	\checkmark	\checkmark			,				
9. Hero 20. Hero 2	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
9. Hero						$\begin{array}{c c} \checkmark \\ \checkmark \\ \checkmark \\ \checkmark \end{array}$			

				PE SYLLABUS					
	1			TENT STRAND)S		Healthy, Safe	Registration	Registration
				nent Skill formance			and Active	Teacher/ Coach	Teacher
				NT DESCRIPT	ORS		Lifestyles	Week A	Week B
	To explore t	ne Sub Descrir			E SYLLABUS -	click here			
	Perform and refine movement skills to a variety of situations	Practise specialised movement skills and apply them in a variety of movement sequences and situations (ACPMP061)	Manipulate and modify elements of space, time, objects, effort and people to perform	Apply critical and creative thinking to generate, create and access solutions to movement challenges (ACPMP068)	Participate positively in groups and teams by encouraging others and negotiating roles and responsibilities (ACPMP067)	Demonstrate ethical behaviour and fair play that aligns with rules when participating in a range of	Recognise how regular physical activity and movement situations promote enjoyment and positive outcomes for participants		
CHALLENGES & GAMES CONTI	NUED								
24. Jurassic Park	√	√	√	√	√	√	√		
25. Keep It Moving	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
26. Keep The Basket Full	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
27. Kick the Can	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
28. Mad Eagle	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
29. Moon Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
30. Narnia	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
31. Not In My Back Yard	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
32. Numbering The Lines 33. Pacman	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
33. Pacman 34. Pacosaurus	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
35. Panthers And Leopards	\checkmark	\checkmark	\checkmark	 √	\checkmark	\checkmark	\checkmark		
36. Pirate Ship	√ 	\checkmark	\checkmark	 √	 √	 ✓	\checkmark		
37. Planet Invasion	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
38. Poison Dodge	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
39. Secret Admirer	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
40. Skittle Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
11. Space Hunters	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
42. Star Wars	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
43. Target Ball	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
44. Untie The Knot 45. Warriors, Warlocks And Elves	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
46. Wasps	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
Tag	, v	v	v	•	, v	v	V		
1. Arches Tag	\checkmark	\checkmark	\checkmark	\checkmark	√	√	\checkmark		
2. Chain Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Double Freeze Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
4. Everybody's It	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Freight Train Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
6. Head And Bottom Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
7. Line Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Octopus Tag 9. Rock, Bridge, Tree Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
10. Scarecrow Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
11. Screen Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	 √		
12. Snowball Tag	✓ ✓	 √	 √	 √	 √	\checkmark	\checkmark		
13. Tail Tag	√	\checkmark	\checkmark	√	\checkmark	√ 	\checkmark		
14. Team Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
15. Ultimate Team Tail Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
16. Wedge-Tail Eagle Tag	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
Partner			-	· ·					
1. Bean Bag Crossover	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
2. Bridge Jumping	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
3. Circus Balances 4. Gladiators	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
5. Leading	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
6. Leg Jumping	✓ ✓	 ✓	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
7. Mirroring	√ 	\checkmark	\checkmark	\checkmark	\checkmark	√ 	\checkmark		
B. Shadows	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
). Sitting Back To Back	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
0. Sumo Wrestling	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
1. Toe Tapper	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
2. Toe To Toe Fencing	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
Relay									
I. Drop Off Relay	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
2. Line To Line Relay Expansion	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark		
AURINION					/	√	√		
				· · · · · · · · · · · · · · · · · · ·	1 · · · ·				
I. Barry	\checkmark	\checkmark	\checkmark	\checkmark	\checkmark				
1. Barry 2. Hunter 3. Lord Of The Rings	\checkmark								