



AIR_GUITAR1=



BENDING1=



BENDING2=



BENDING3_



BENDING4=



CAMP_FIRE4=



COWBOY18_



CROUCHING1=



CROUCHING2_



DANCING1_



DANCING2=



FIGHTING1_



FIGHTING2_



FIGHTING3_



FIGHTING4_



FIGHTING5_



FIGHTING6_



FIGHTING7_



FIGHTING8_



FLEXING_



FLYING_KICK1=



FLYING_KICK2=



HAND_STAND1_



HAND_STAND2_



HIGH_JUMP1_



HURDLES1_



JUMPING1_



JUMPING2_



JUMPING3_



JUMPING4_



KICK1=



KICK2=



KNEELING1=



KNEELING2=



KNEELING3=