



**STEM** education   
— LLC —

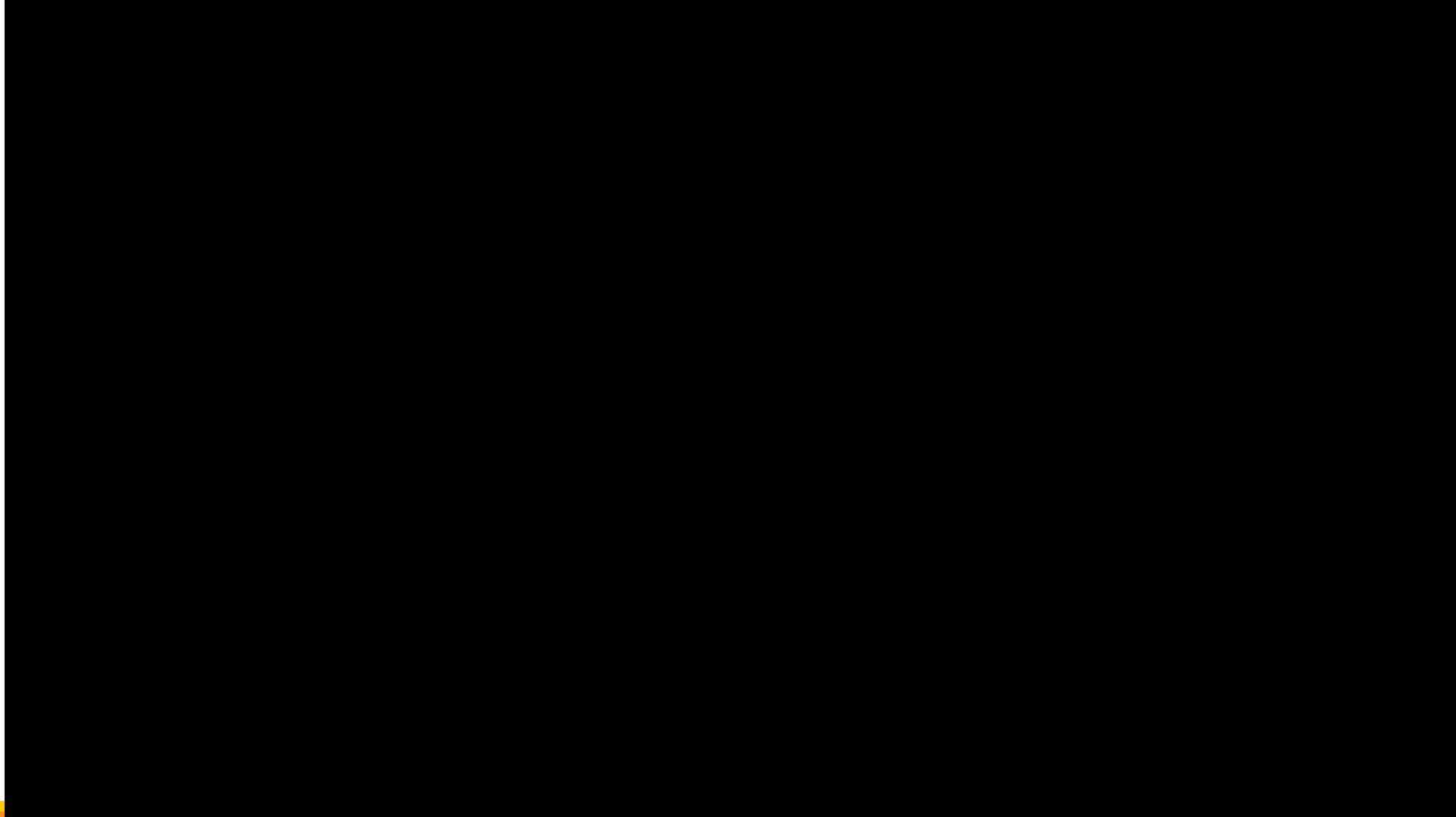
# Simple machines





**Do you wanna  
Play?**

# Shooting is not something that must be left to chance



Inclinations of the body, the applied force and aerodynamics play an important role to the orbit of the shoot



Our coach insists that we must learn to shoot properly. In many trainings we only shoot to the basket.

Flexibility is also necessary! We will make our body to work like a machine!

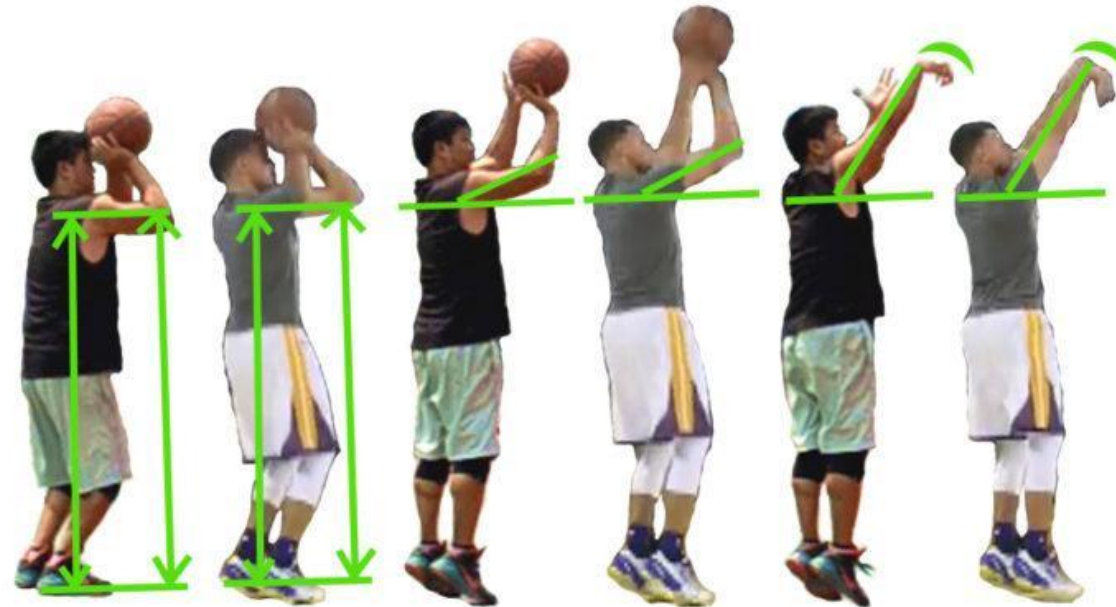


My coach told me that I should gain the power to play in my proper position.



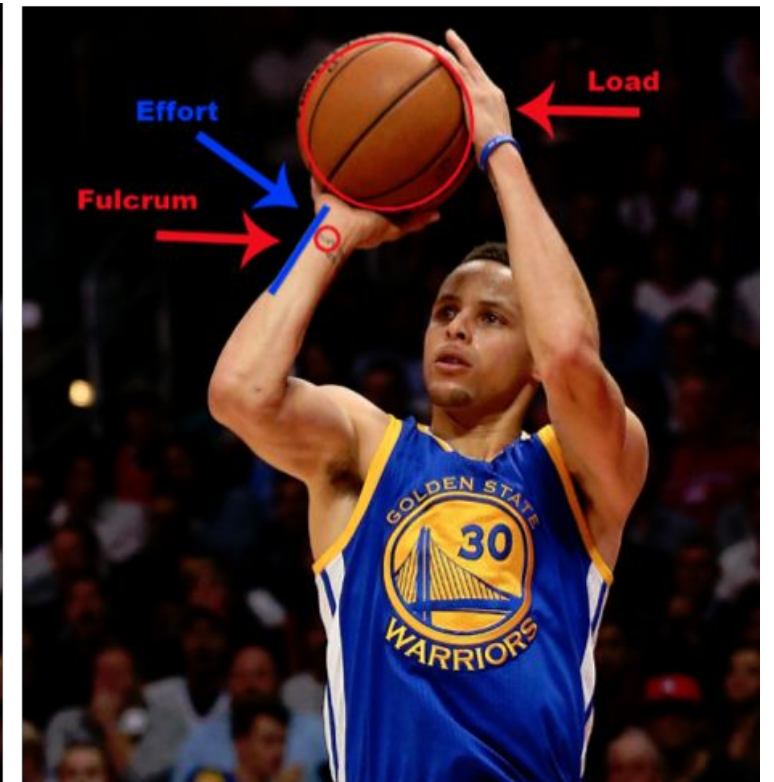
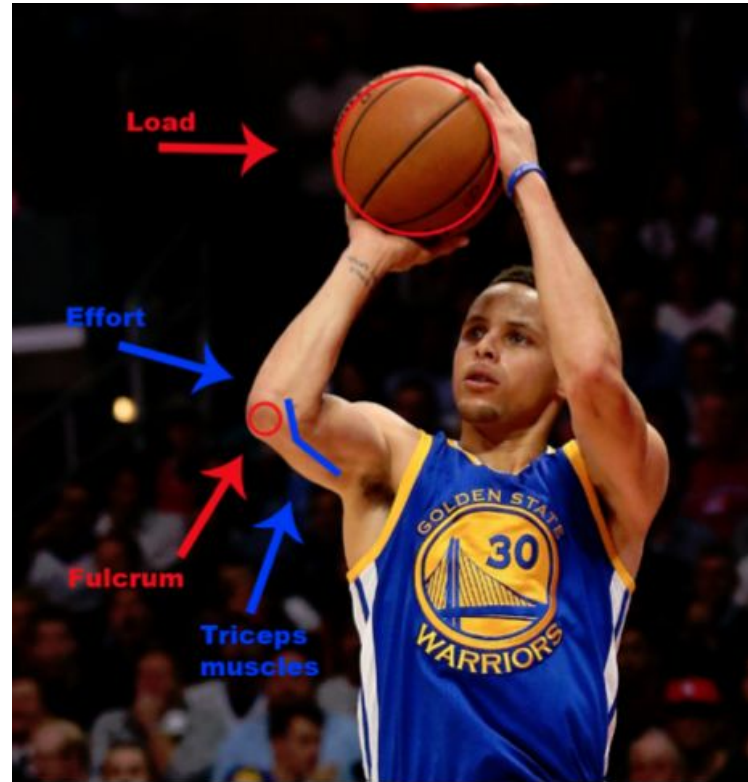
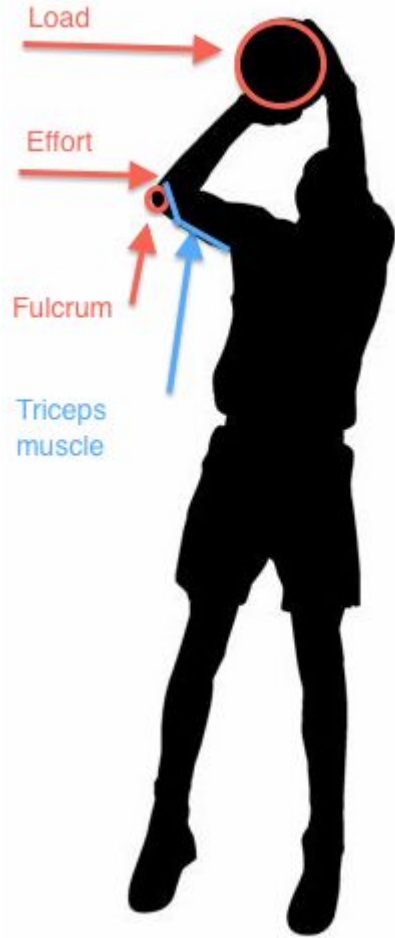


All we said are studied in Bioengineering, which aims athletes to achieve their best performance with as less injuries as possible.



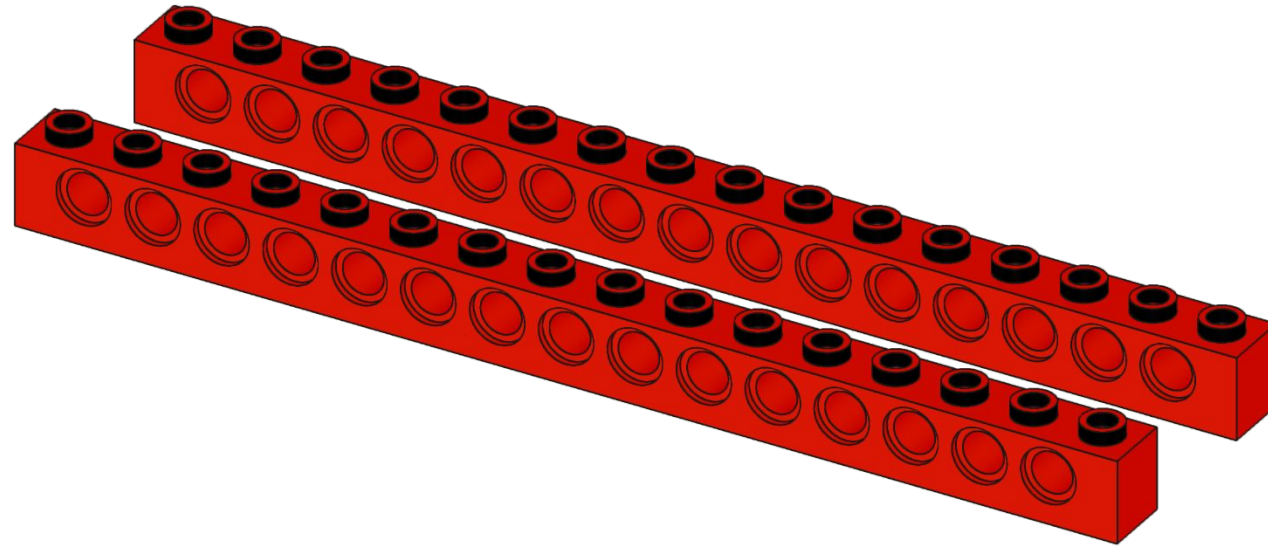
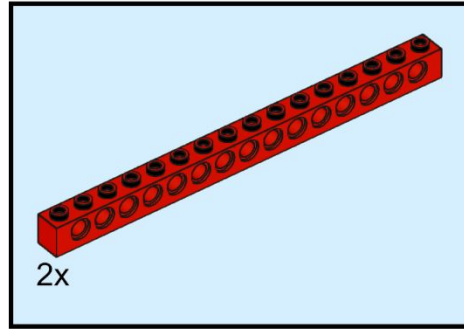
shotur.com

Which parts of the body are more sensitive to injuries? Does it remind you anything of what we said in the levers lesson?

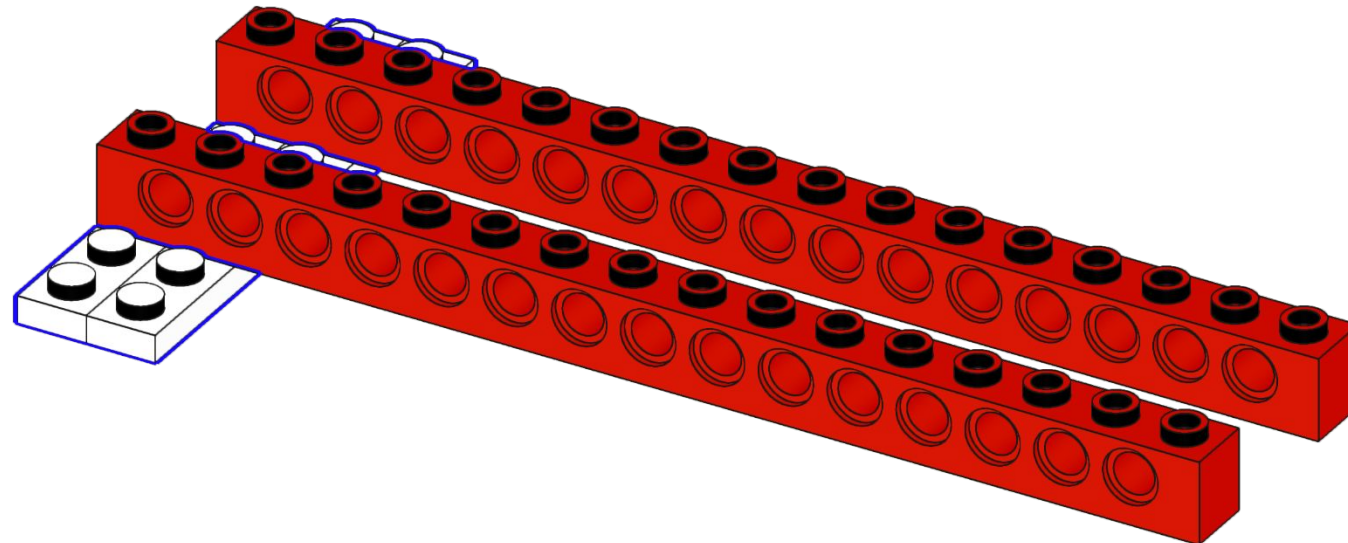
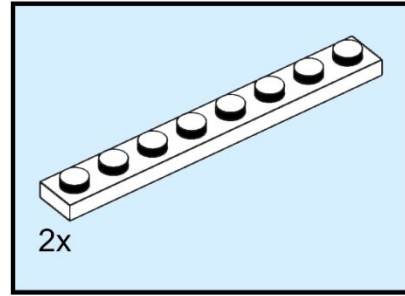


So, during shooting time our hand becomes a lever!

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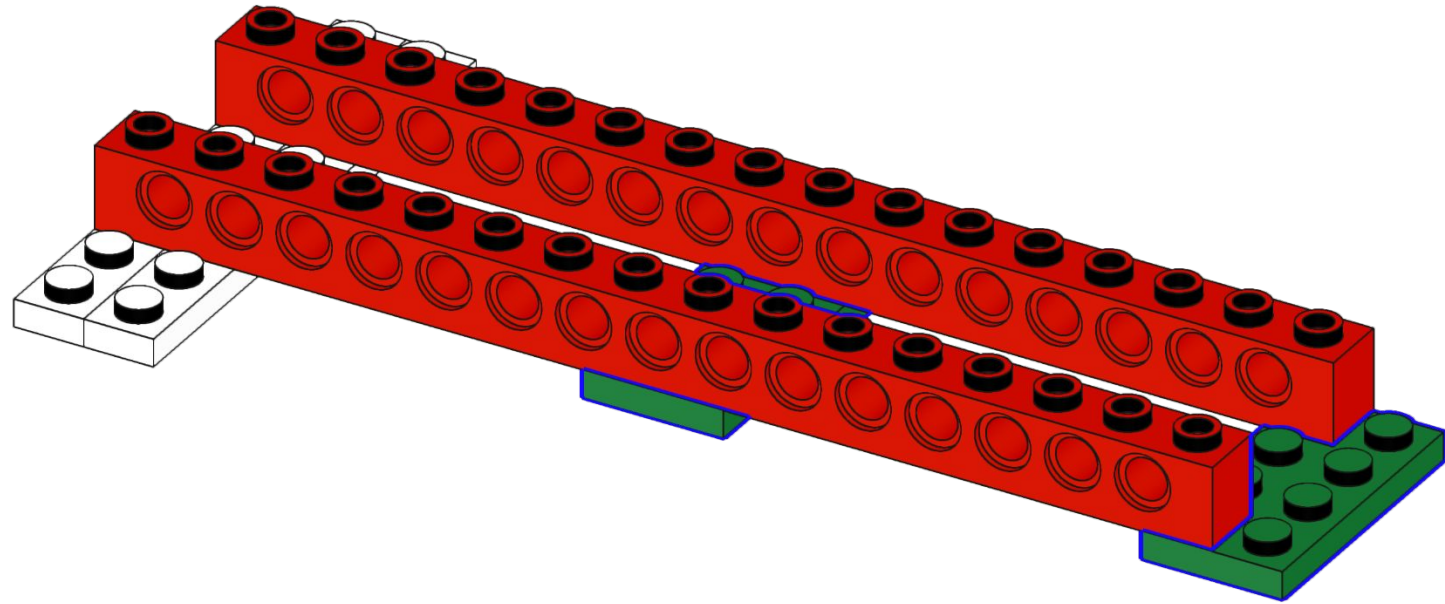
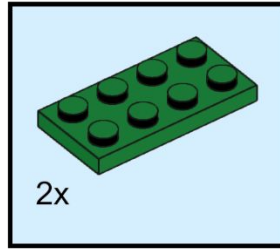


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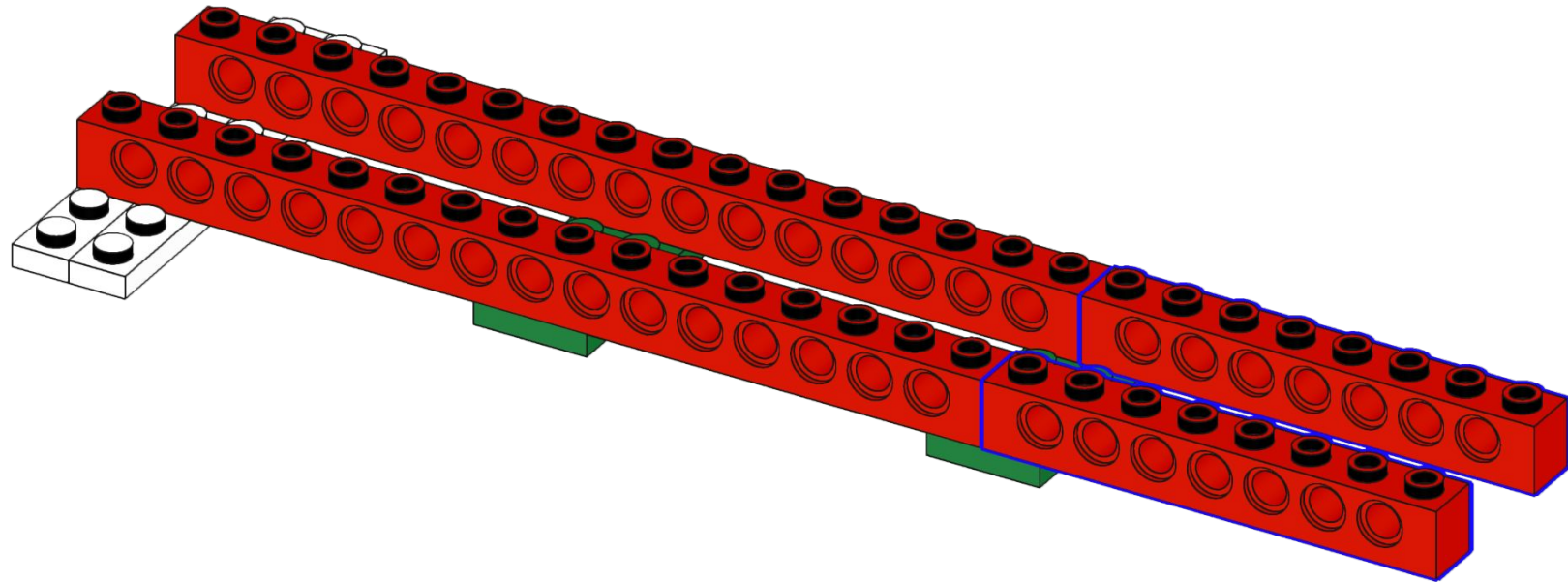
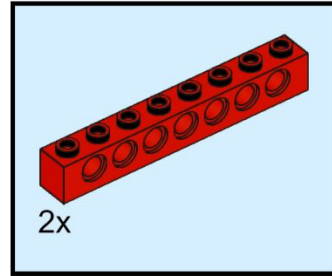




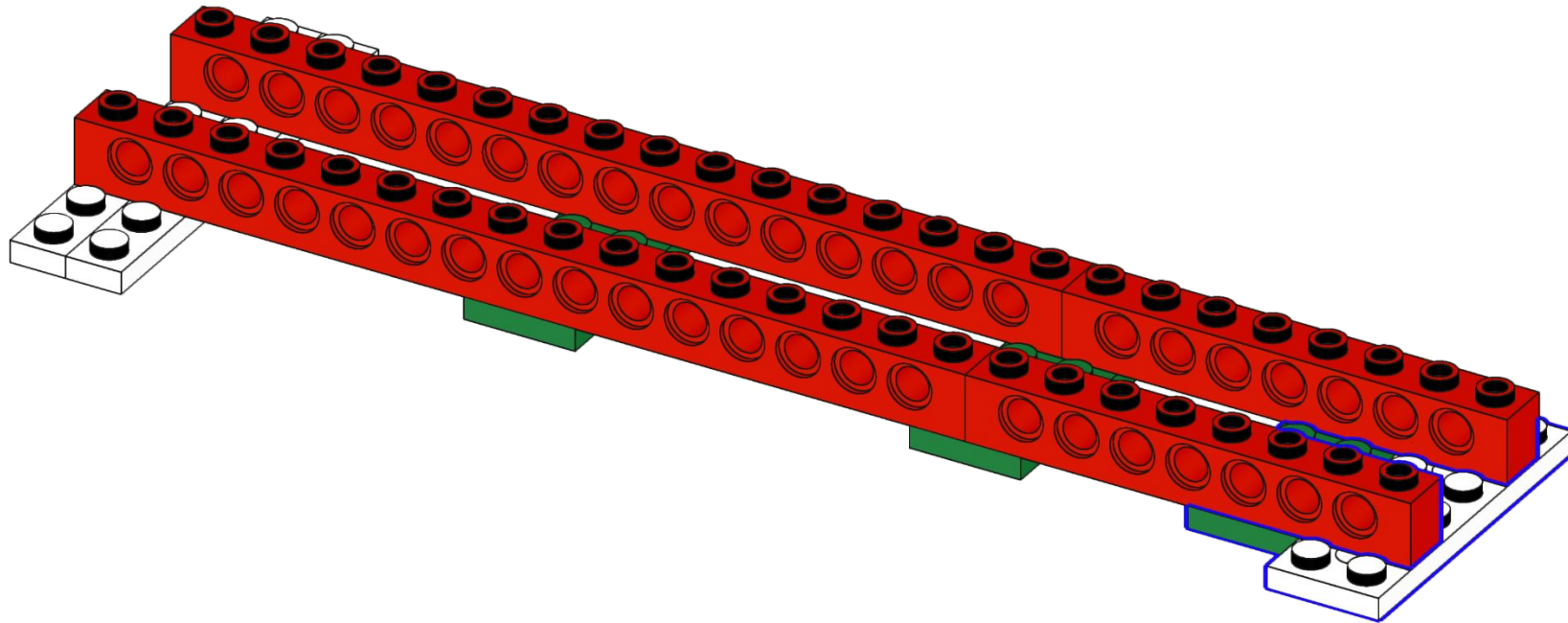
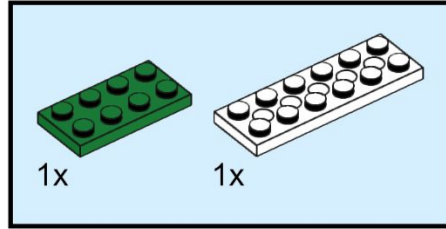
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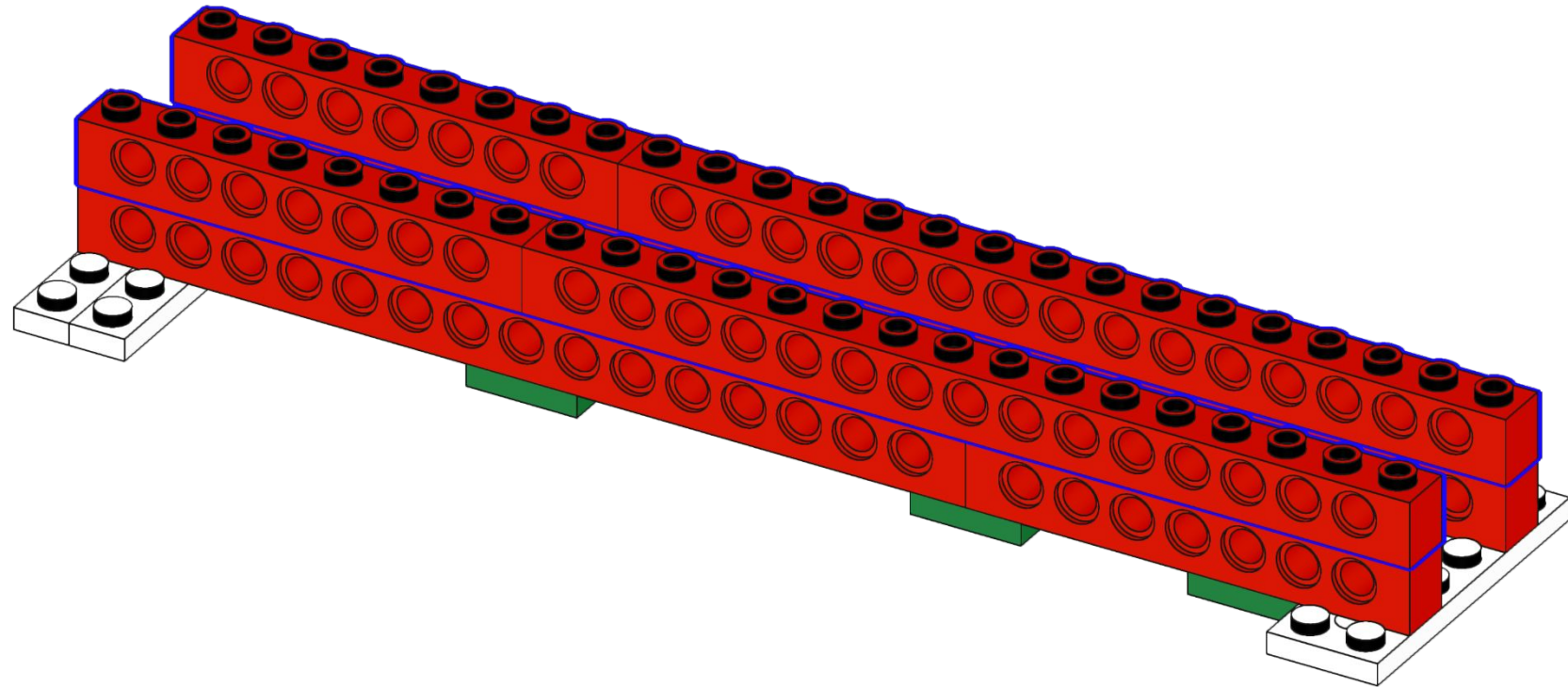
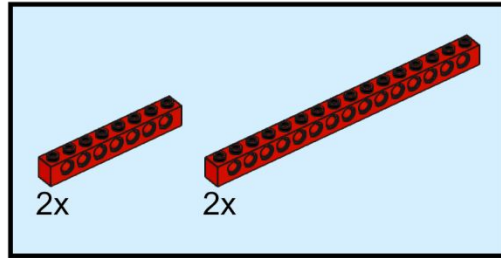
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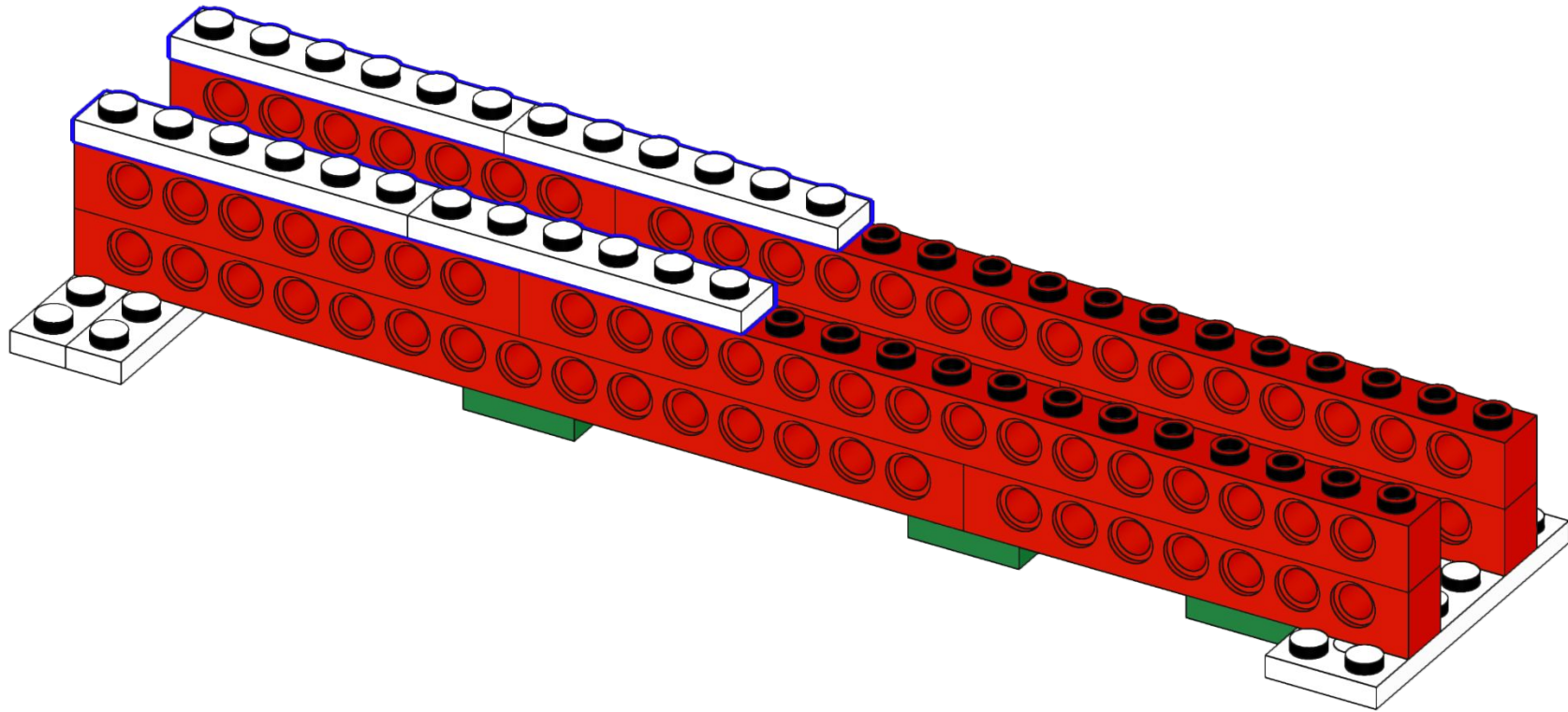
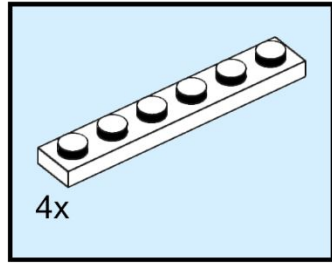
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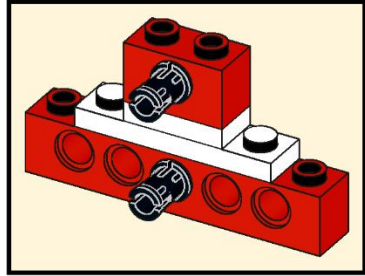


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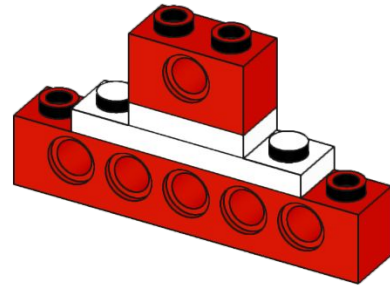
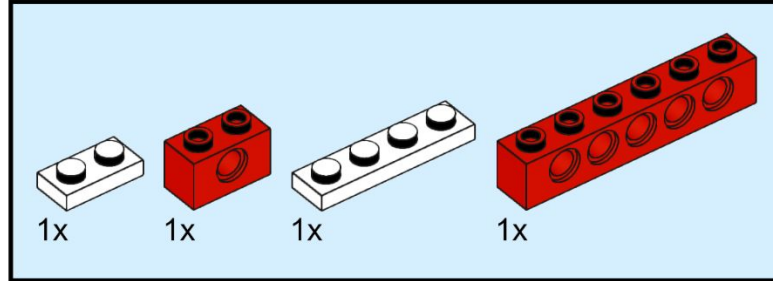


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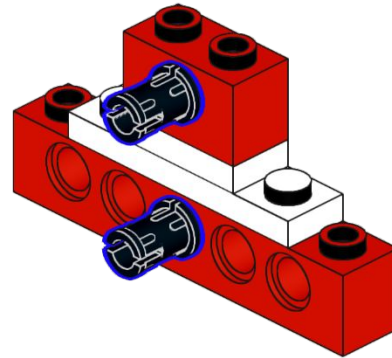
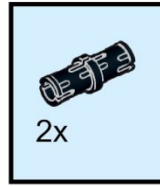


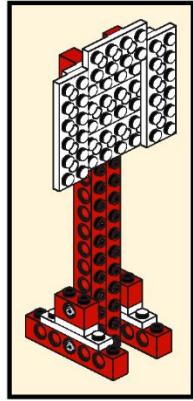


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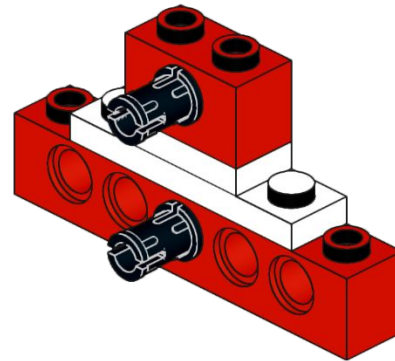


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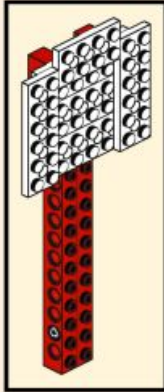




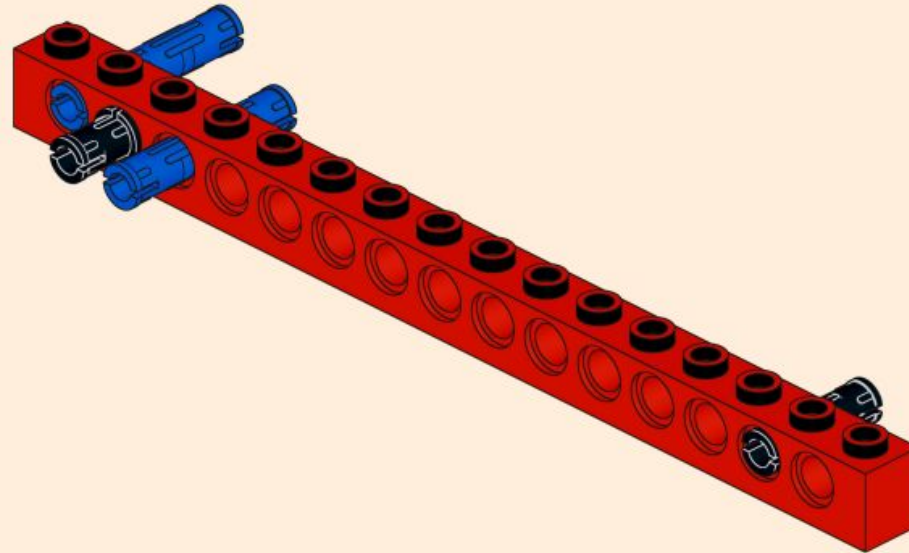
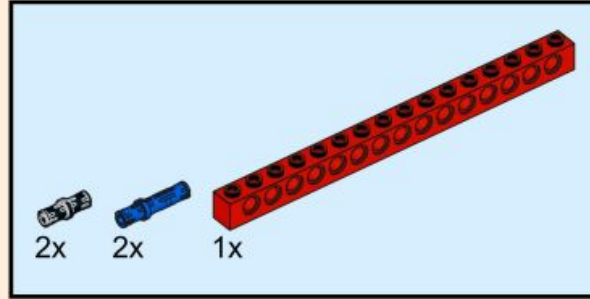
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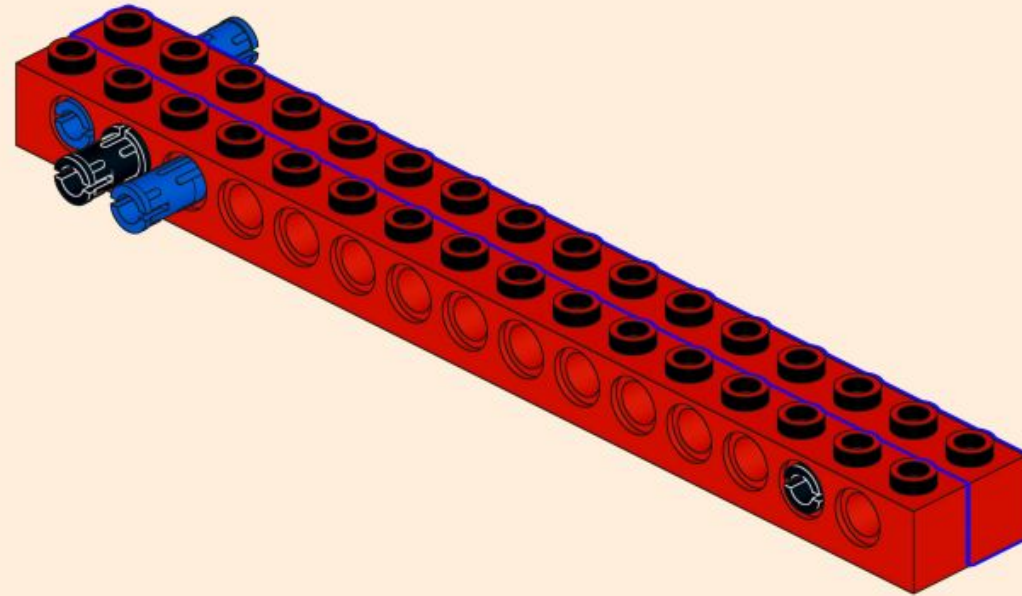
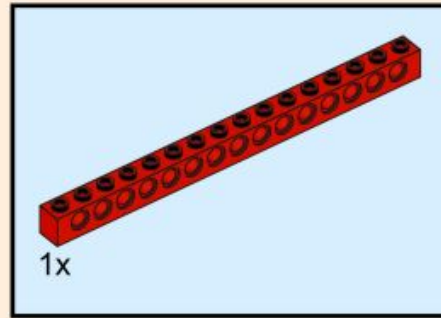




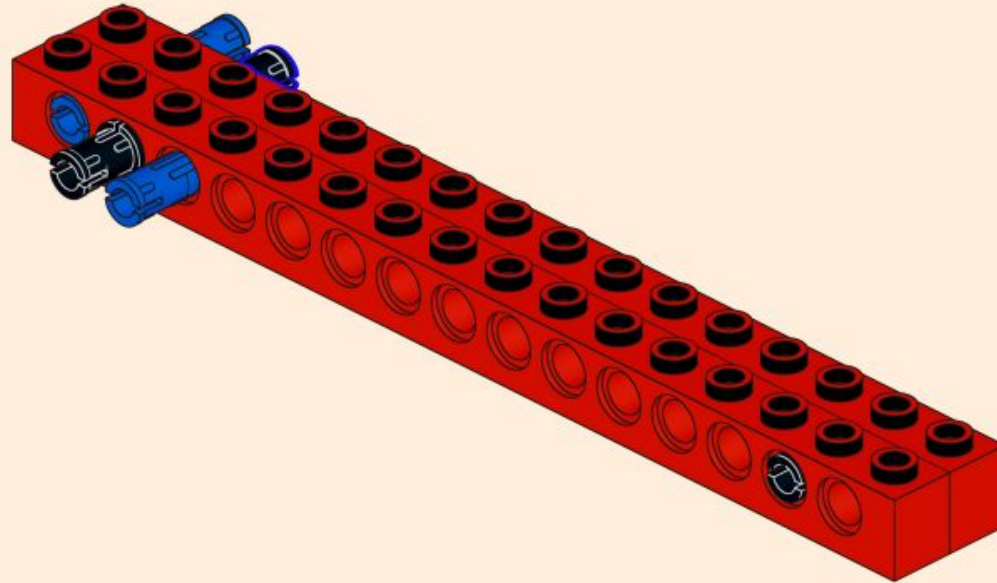
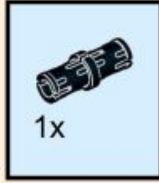
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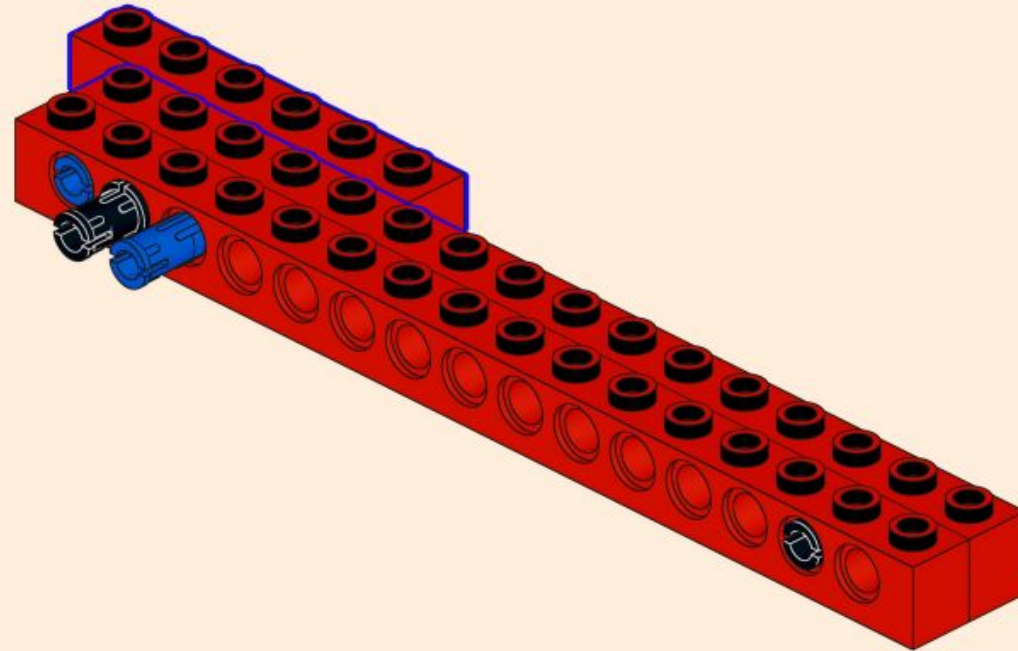
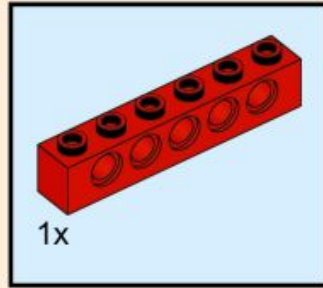
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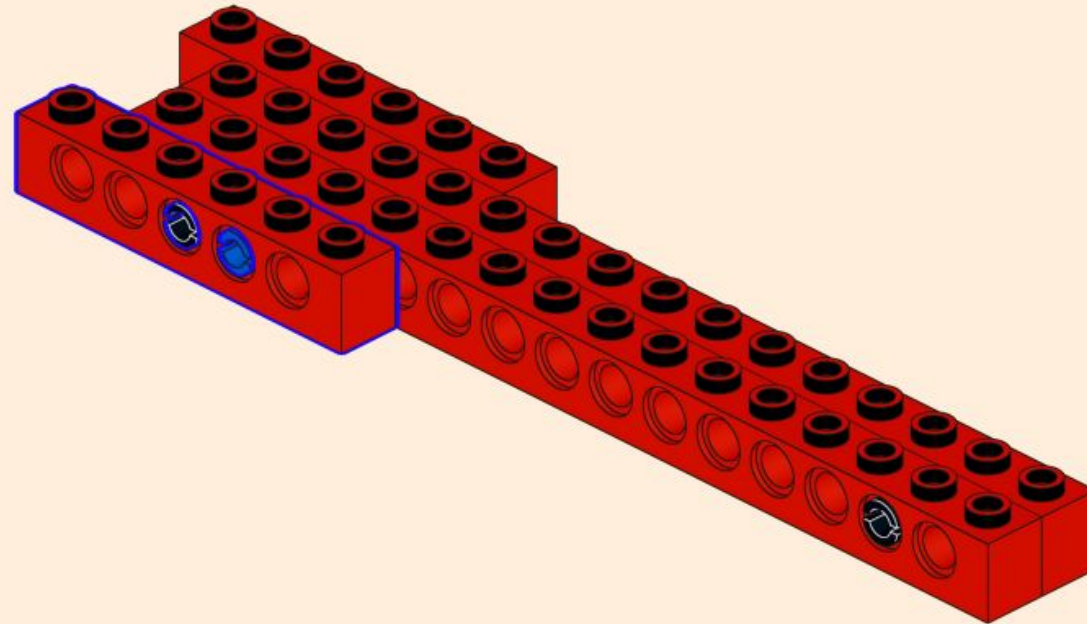
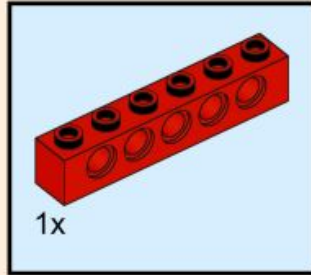
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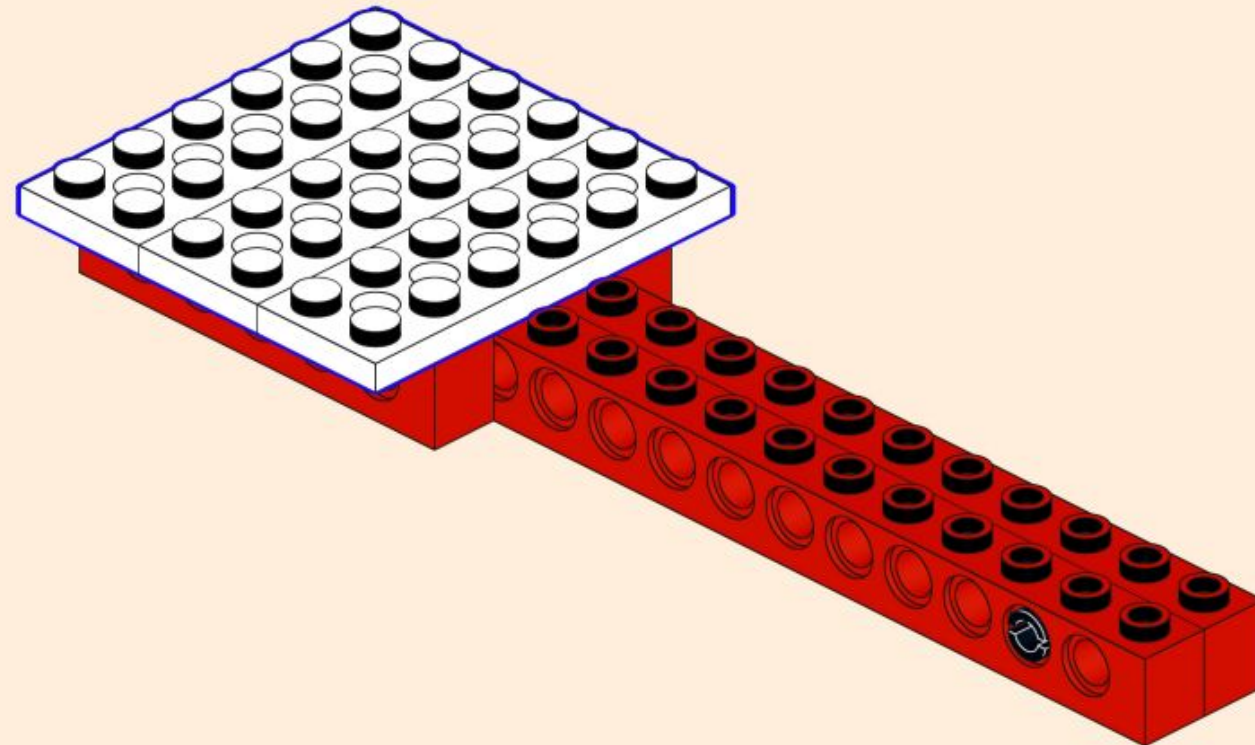
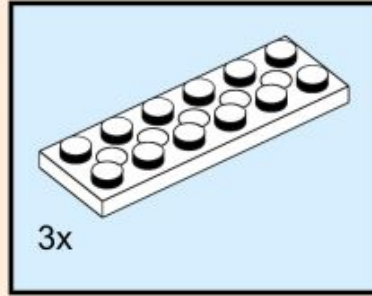
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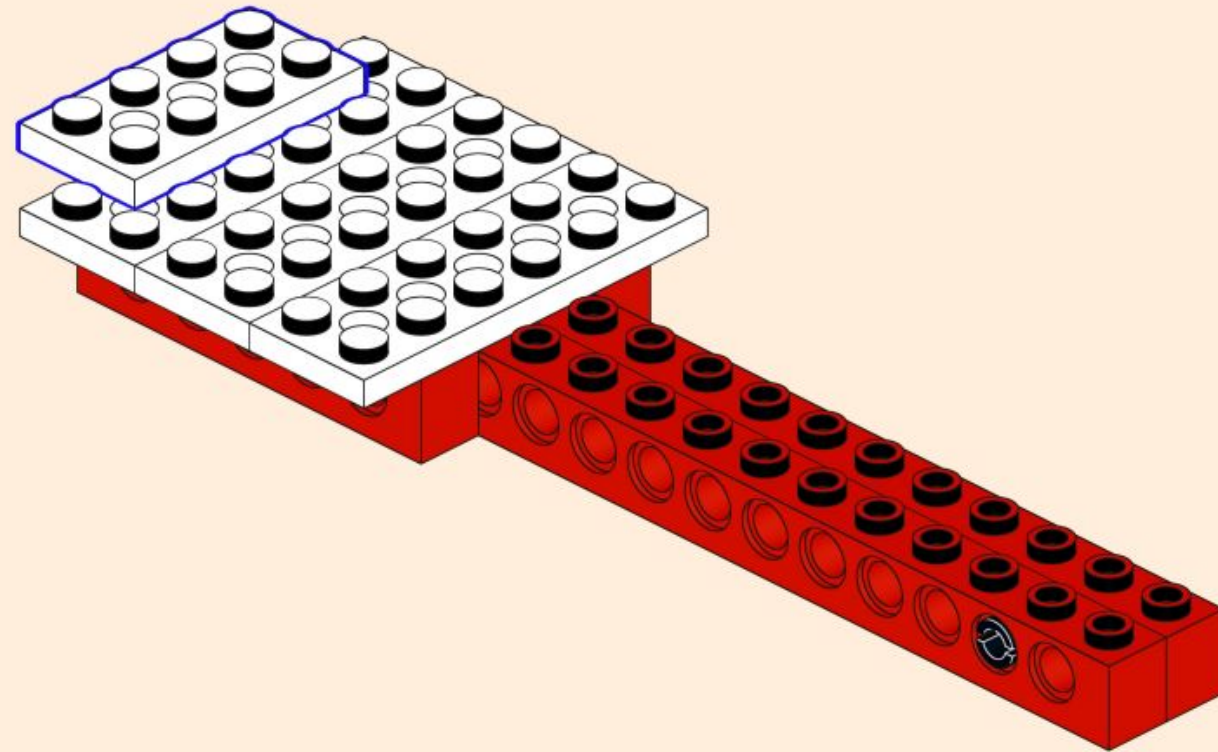
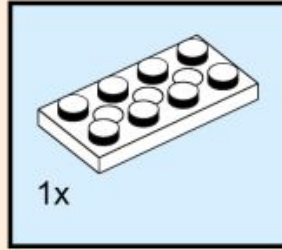
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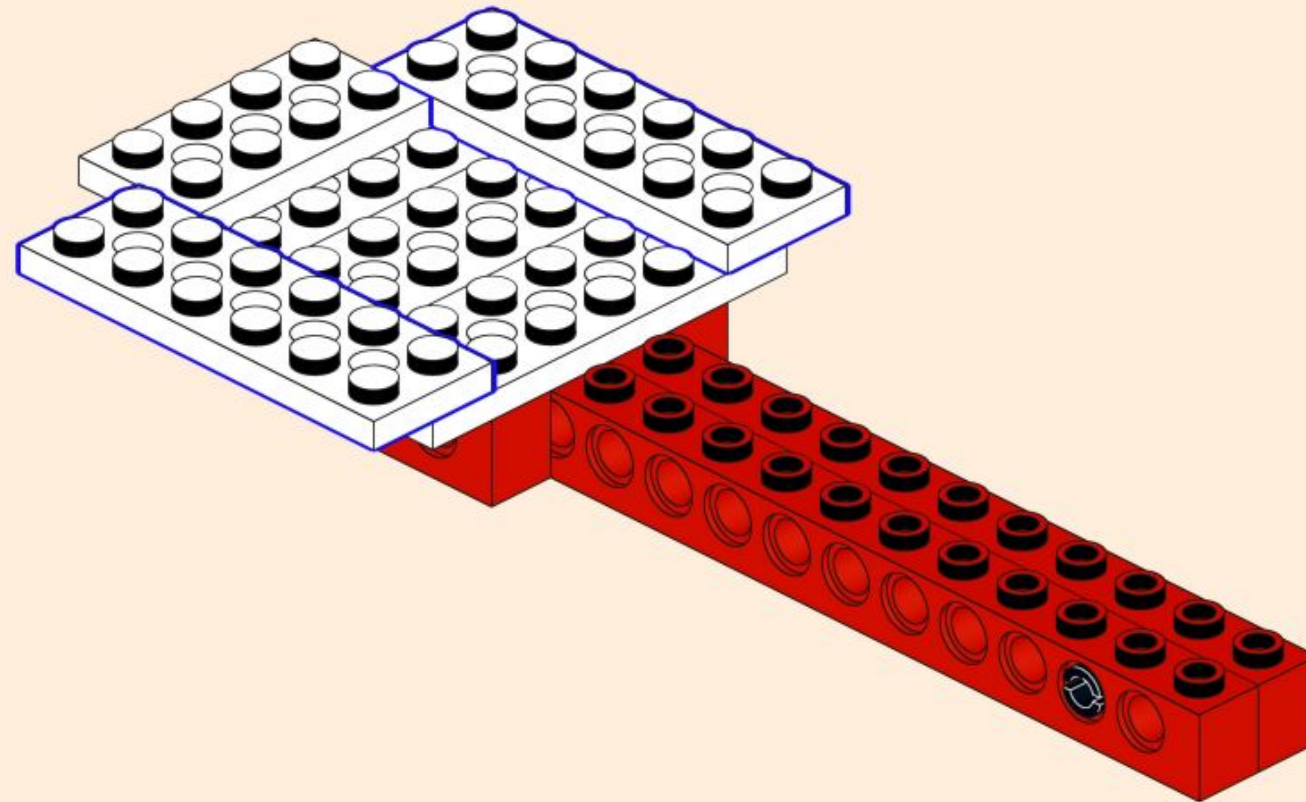
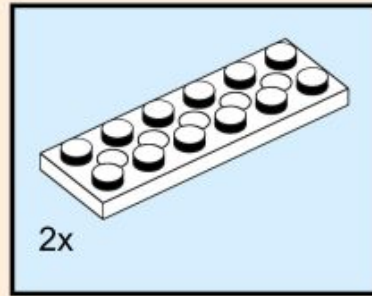
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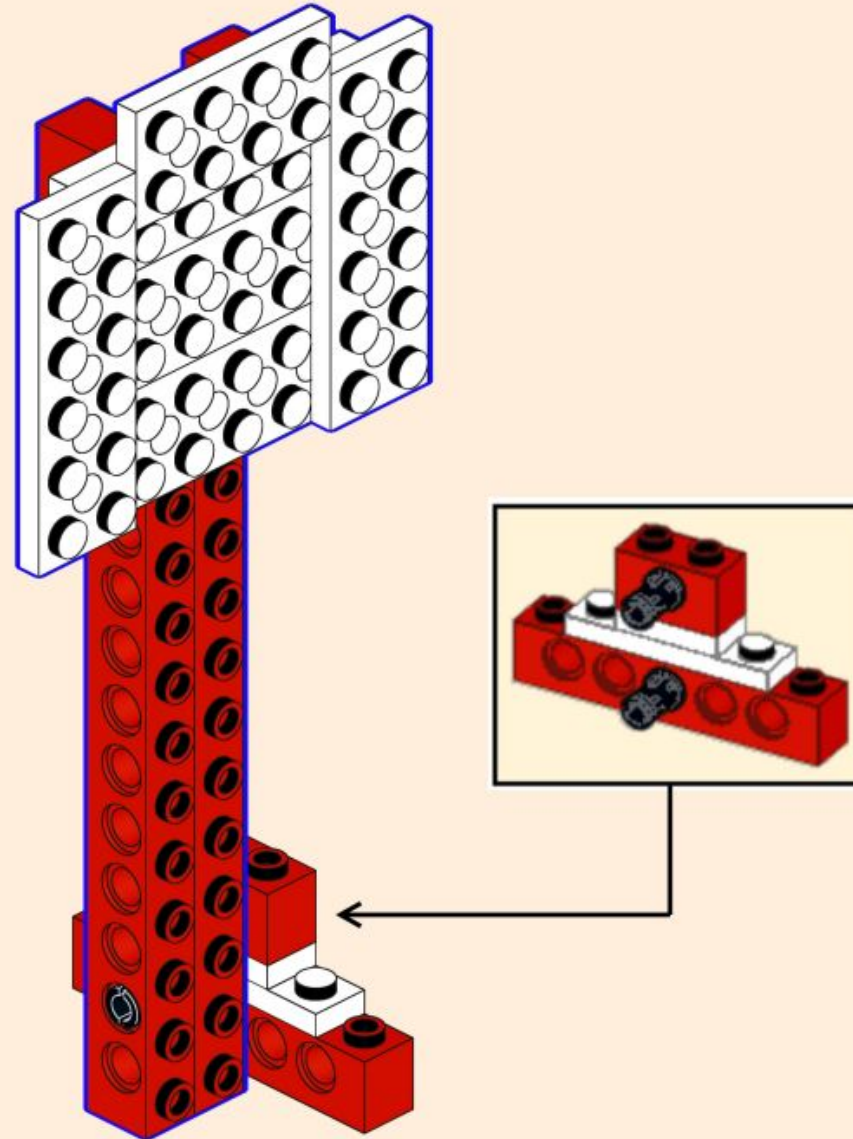


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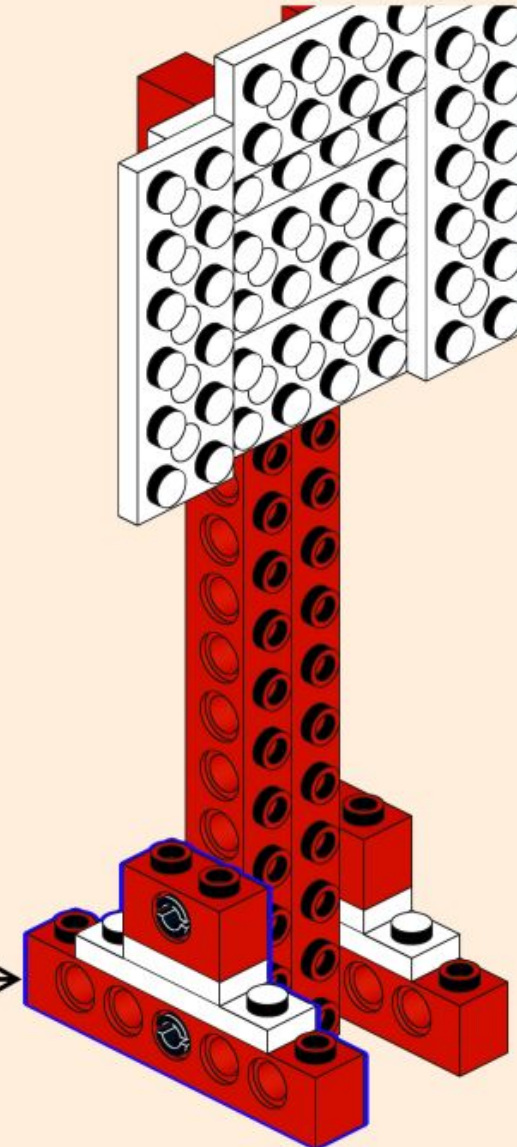
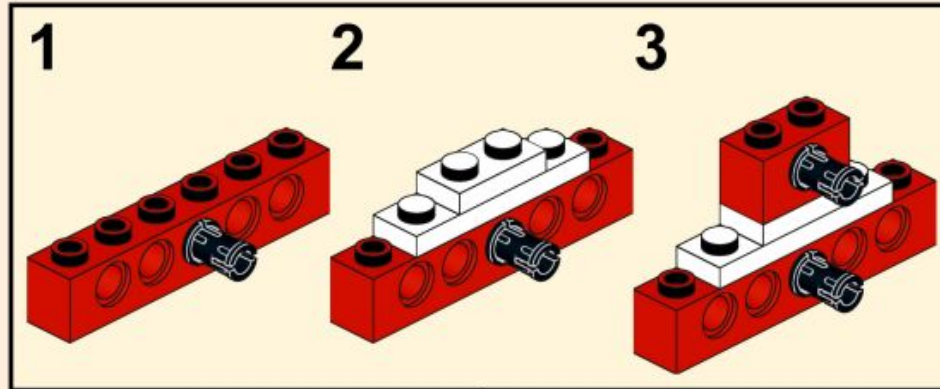
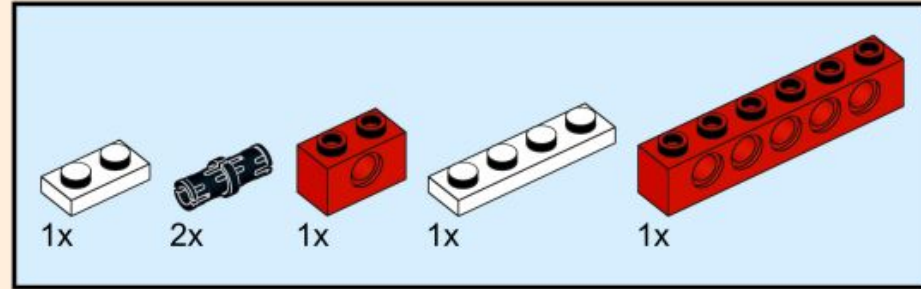




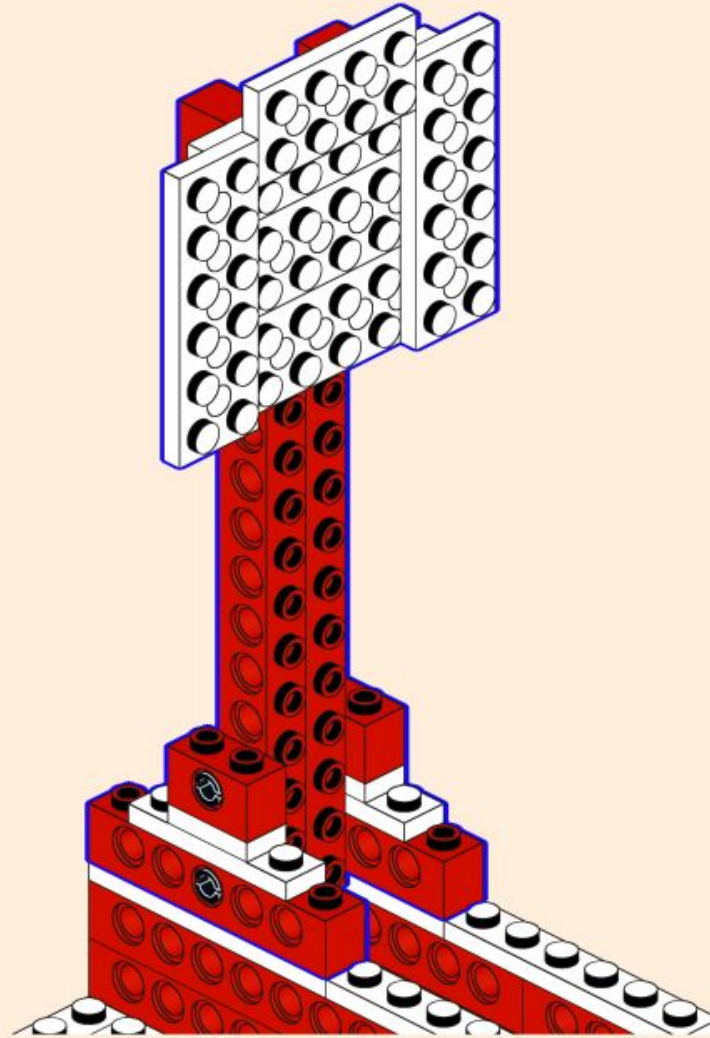
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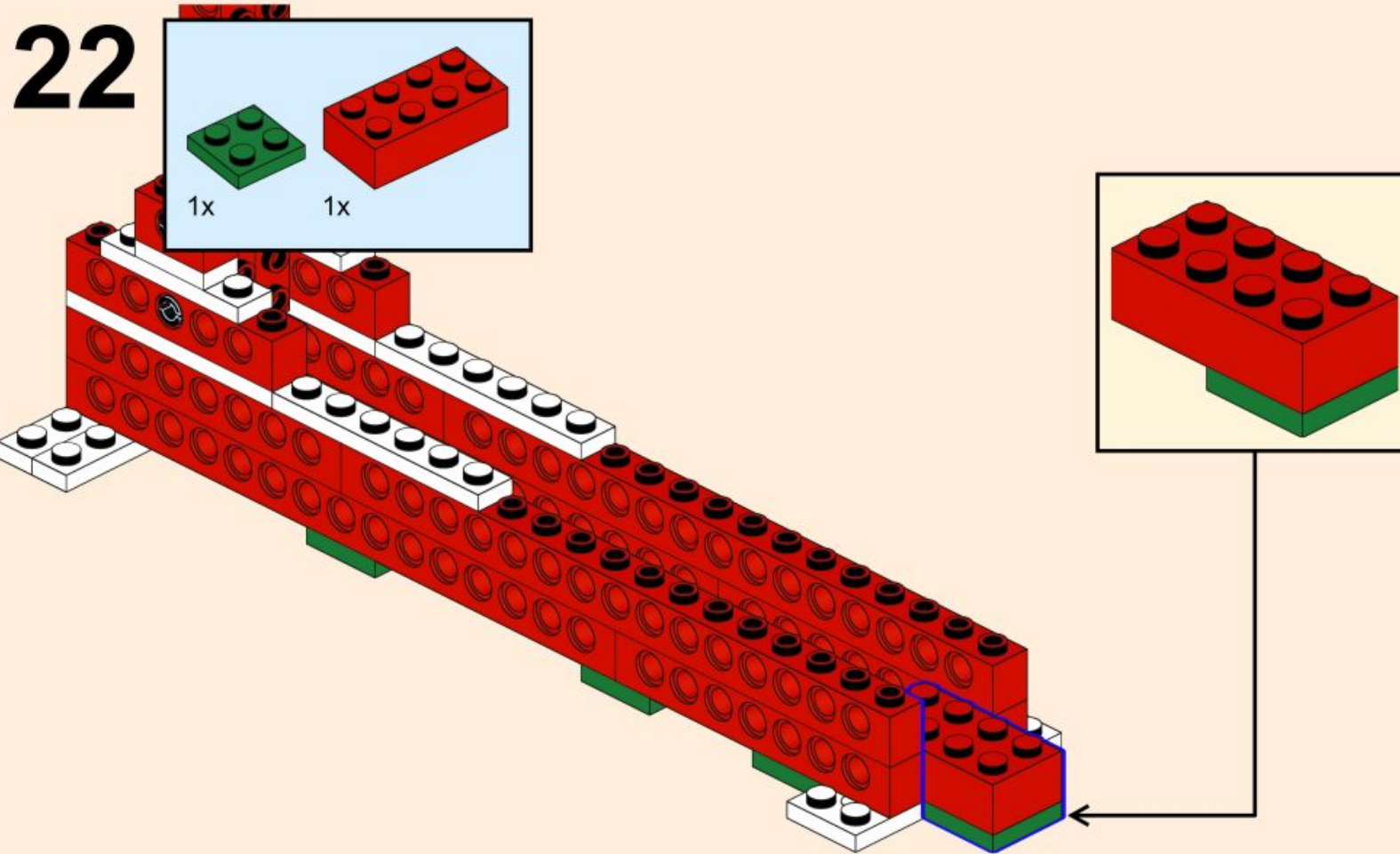


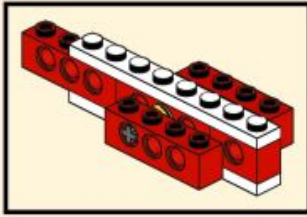
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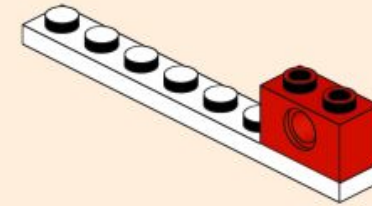
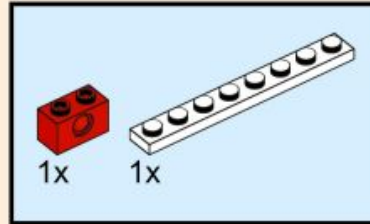
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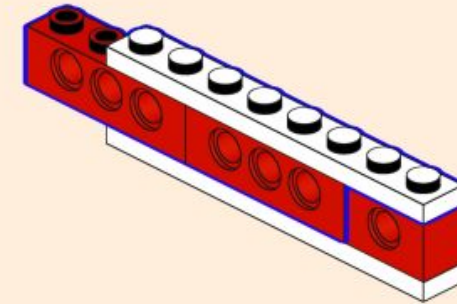
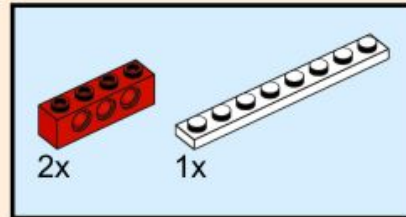




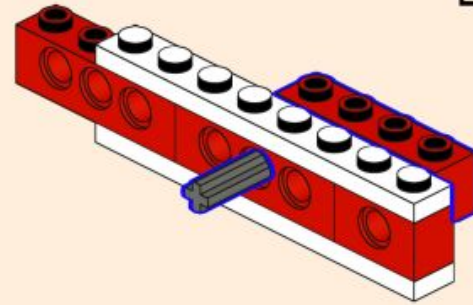
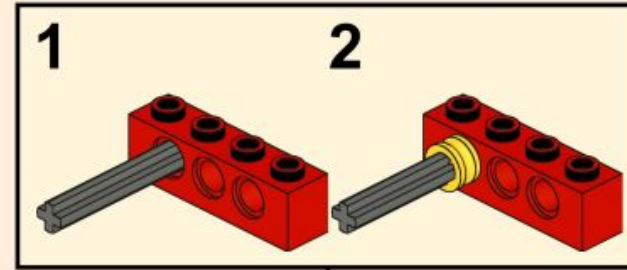
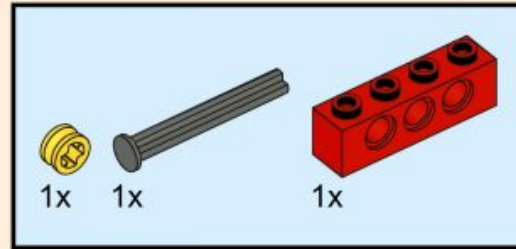
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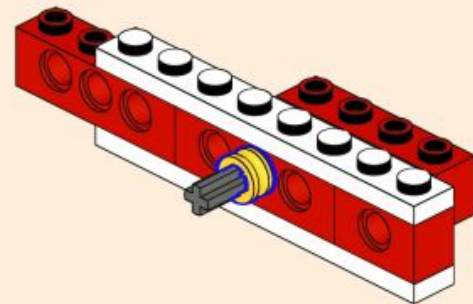
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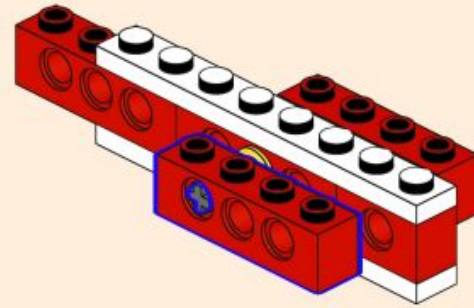
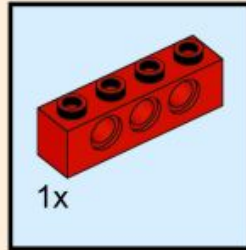
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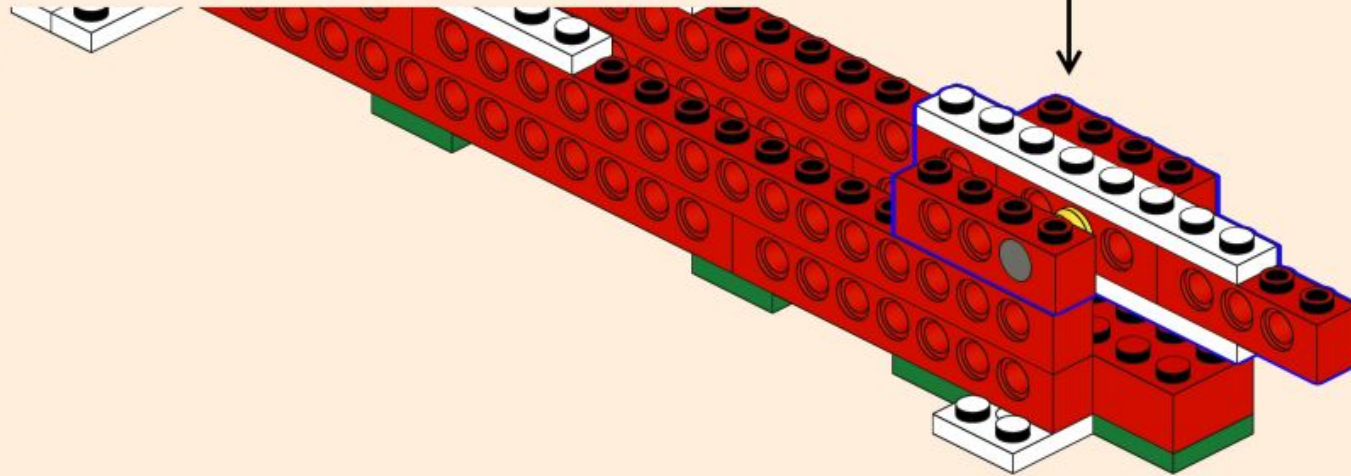
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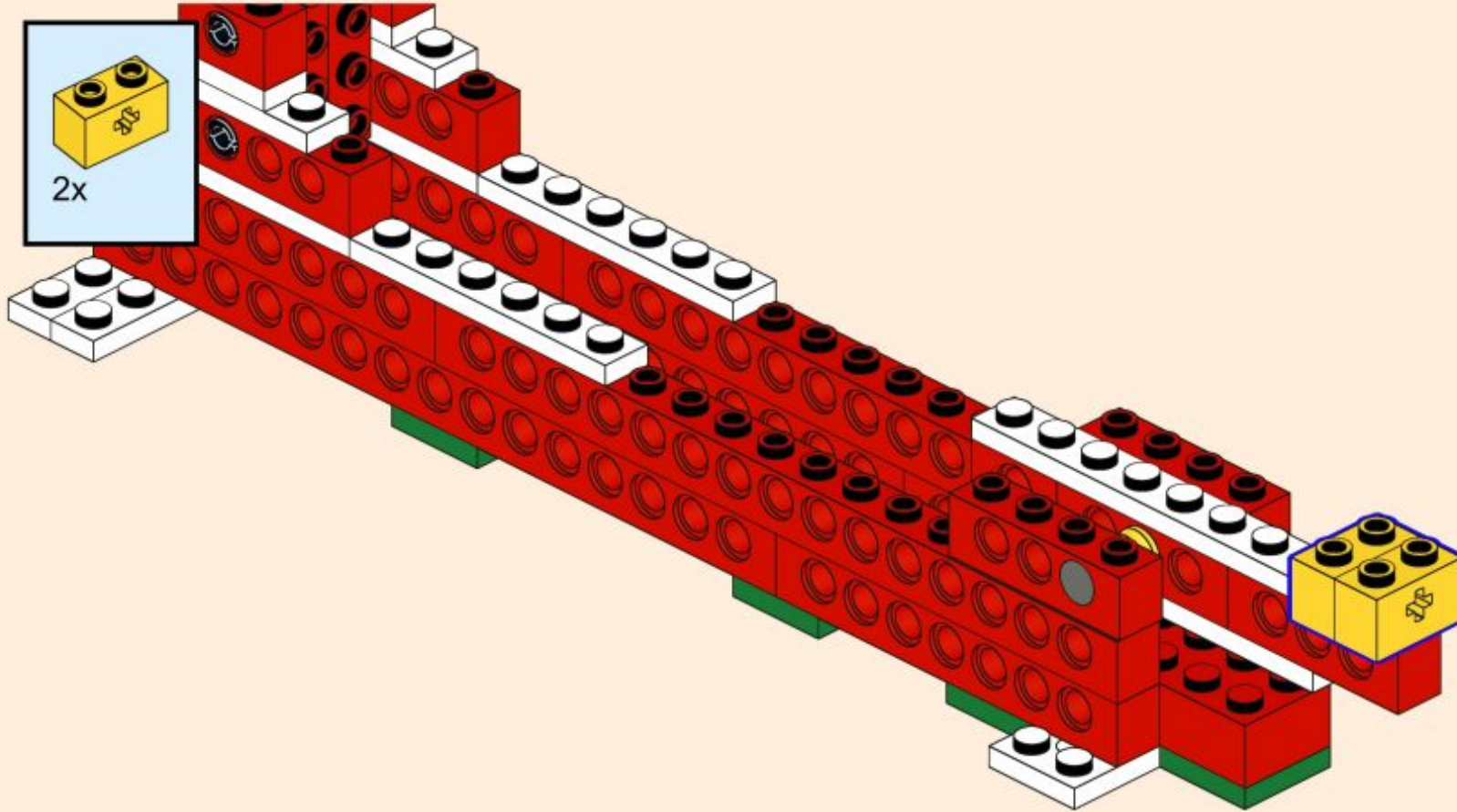
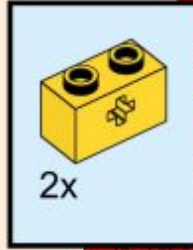
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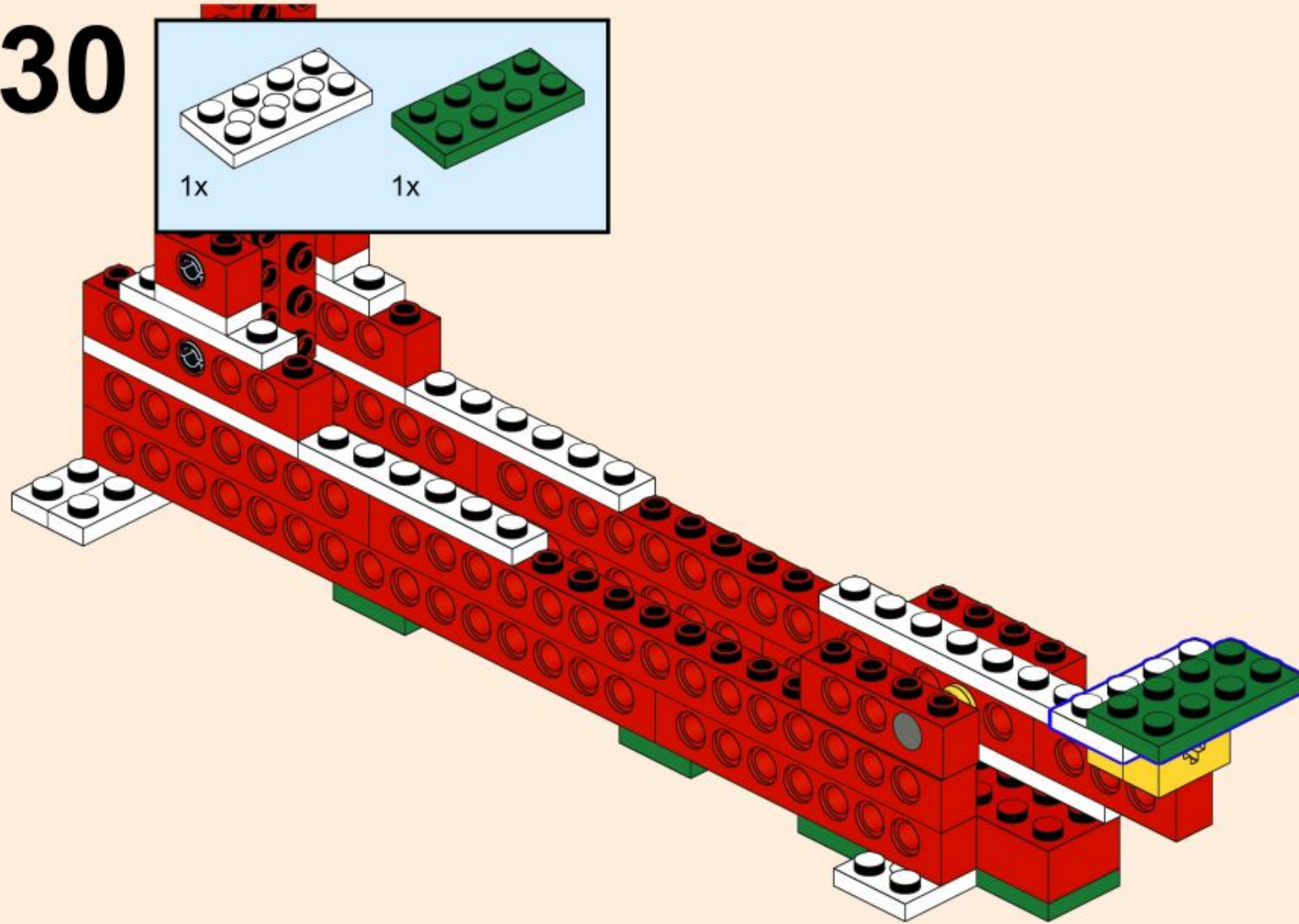
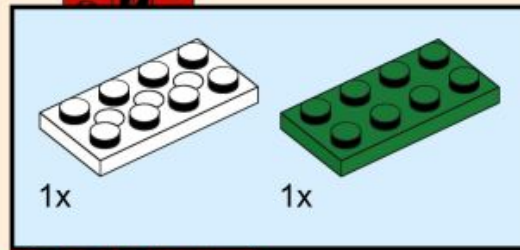


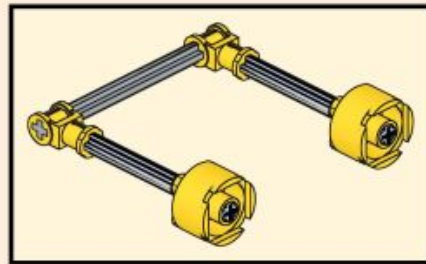
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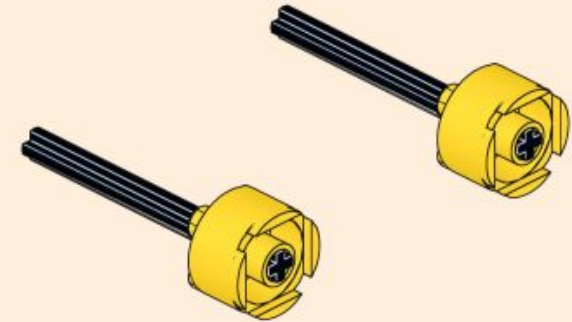
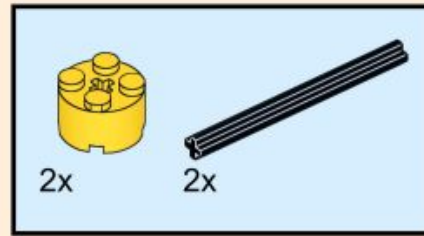


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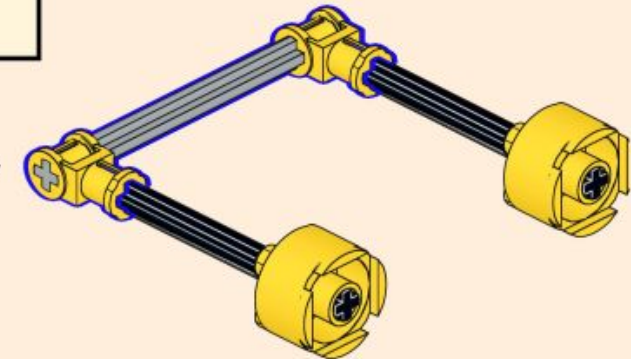
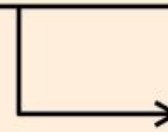
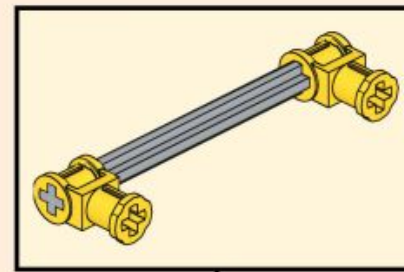
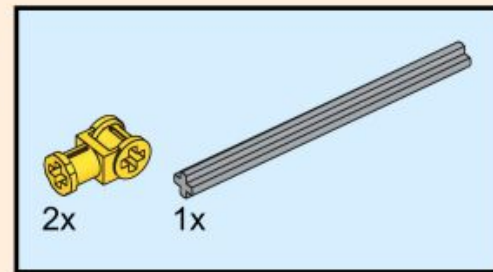




31



32



33

