

# LISTEN ENGAGE REPRESENT

Playing the long game; building speed in a developing jumps athlete.



## OBJECTIVES

- Explore what 'speed' is for a developing athlete
- Explain what training should include at this stage
- Look at how training content changes over a year and what an individual session might look like
- Talk about the importance of drills for conditioning, mobility and longevity
- Discuss and design a speed training session for a developing athlete

# MULTI SPORT APPROACH

#### **UKA Athlete Development Pathway (V1.2)**





\*These diagrams are for illustration purposes only. They can only be fully interpreted after reading the accompanying notes and audio presentations.





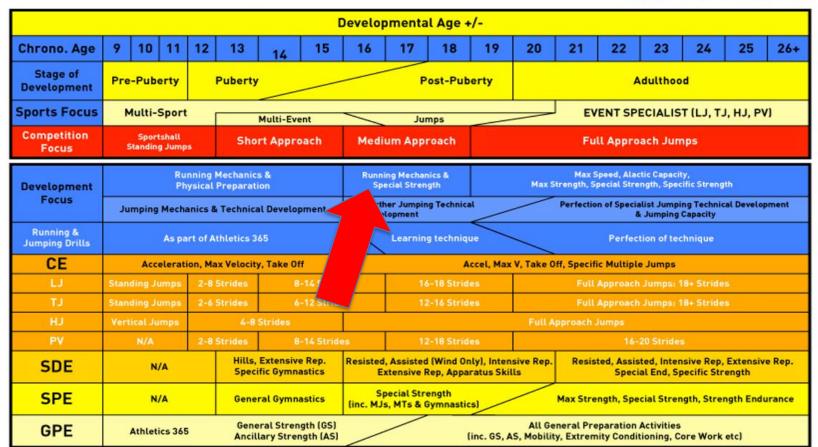






#### JUMPS Athlete Development Model (V1.0)





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# HOW TO CREATE A SUCCESSFUL ATHLETE

#### Competitive Exercise (CE)

This term refers to exercises (any activities done in training) that are identical or almost identical to the competition event. For example, for shot putters: throwing the shot (glide or spin), sprinters: various forms of sprint work, jumpers: full jumps with various approach lengths, etc...

#### Specific Development Exercises (SDE)

Refers to exercises that repeat the competitive event in training but in its separate parts and may include resistance or specific strength exercises (overload training). For example, for discus throwers: stand throws, endurance athletes: hill work, triple jumpers: bounding exercises with or without loads, sprinters: resisted or assisted runs.

#### Specific Preparatory Exercises (SPE)

This term refers to exercises which do not imitate the movement of the competitive event, but train the same major muscle groups and physiological systems. For example: For throws, sprints and jumps: Olympic lifts and various other maximal strength and special strength (explosive jumping and medicine ball) exercises. For endurance: strength endurance exercises and activities.

#### General Preparatory Exercises (GPE)

These are exercises that do not imitate the competitive event and do not train their specific systems. Generally speaking, these exercises are very all-purpose and used for general coordination and recovery.

#### **EVENT**

CE

SDE

SPE

**GPE** 



# **DR** Antoly Bondarchuk

Method	Description		
Competitive Exercises (CE)	Exercises that are identical or almost		
	identical to competition event		
Specific Development Exercises (SDE)	Exercise that repeat the competitive event in		
	training but in its separate parts		
Specific Preparatory Exercises (SPE)	Exercises that do not imitate the competitive		
	event, but train the major muscle groups and		
	physiological systems		
General Preparatory Exercises (GPE)	Exercises that do not imitate the competitive		
	event and do not train the specific systems.		



# EARN THE RIGHT TO TRAIN SPECIFICALLY.



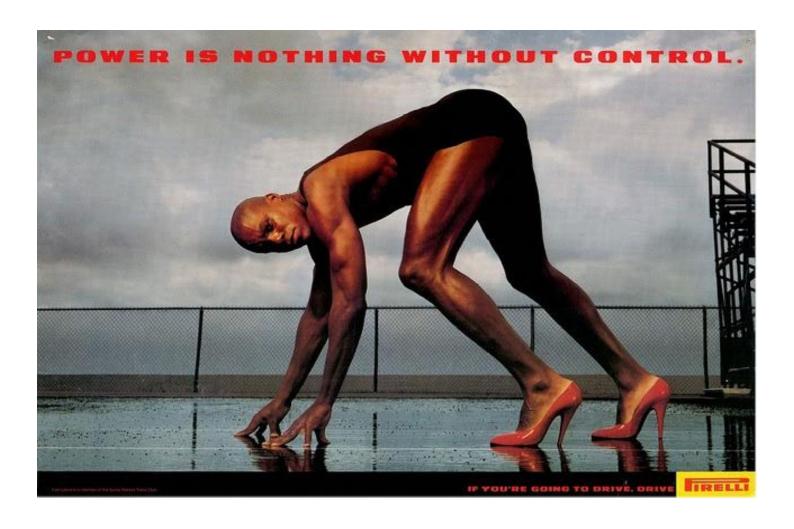
ATHLETAU CYMRU

## SPEED IN JUMPING EVENTS.

- No time factor so acceleration not as important
- 'Fast controlled approach'
- Athlete must be capable of withstanding forces created
- Optimal not maximal velocity



## TO BE FAST WE NEED MORE THAN SPEED





#### NEVER ADD LOAD TO A WEAK POSITION







SPEED IS LOAD

LENGTH OF APPROACH IS LOAD

REPETITIONS ARE LOAD

Athlete losing control? Inaccurate foot placement?

Athlete decelerating?

Athlete sore? Change of posture?

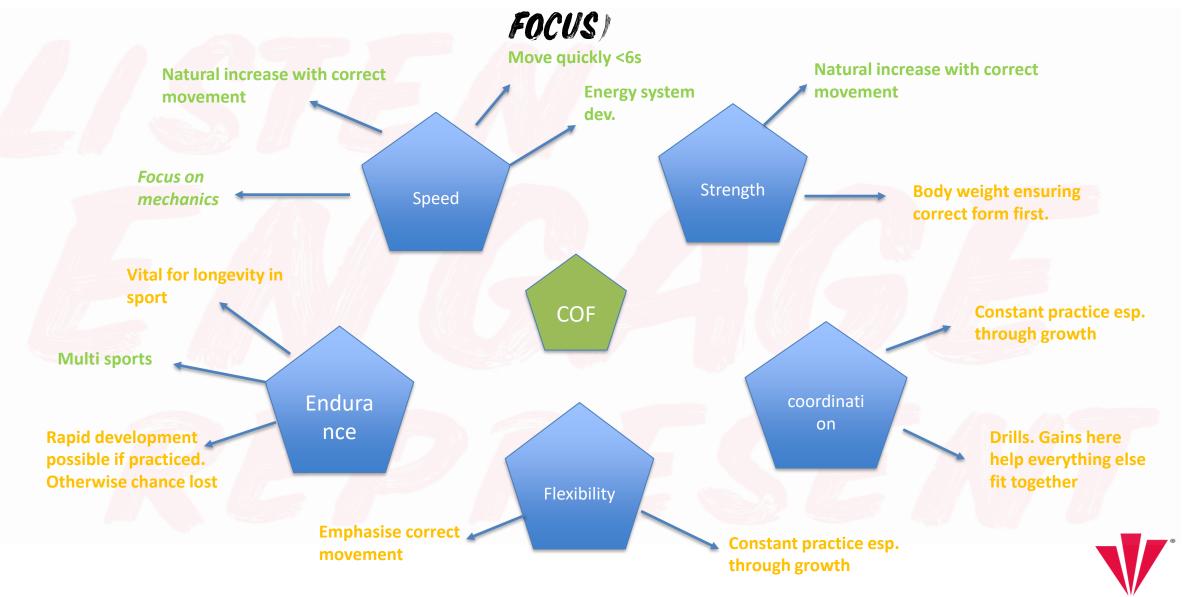


# ATHLETES (HUMANS) DON'T HAVE

- 'Weak ankles'
- 'Bad backs'
- 'Sore shoulders'
- 'Dodgy hamstrings'

They have just missed stages in their development due to a number of reasons. We should not skip those stages for fast reward but supplement training for the benefit of the individual

## COMPONENTS OF FITNESS IN THE DEVELOPING ATHLETE (LONG TERM



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## STRENGTH IS NEVER A WEAKNESS

- Fundamental movements: Squat, Hinge, Brace, Rotate, Lunge,
- A,B,Cs
- Goal is to move with better mobility with strength at end range with balance, coordination in order to make the most efficient use of energy/fitness and deliver force as effectively as possible.
- Faster, more robust, for more years, long term benefits.



# DRILLSI COORDINATION

- Movement patterns
- Range of motion/ mobility
- Conditioning, strength?
- Training principles....
- Vital for long term athlete physical health.



# WHAT IS SPEED IN A DEVELOPING ATHLETE?

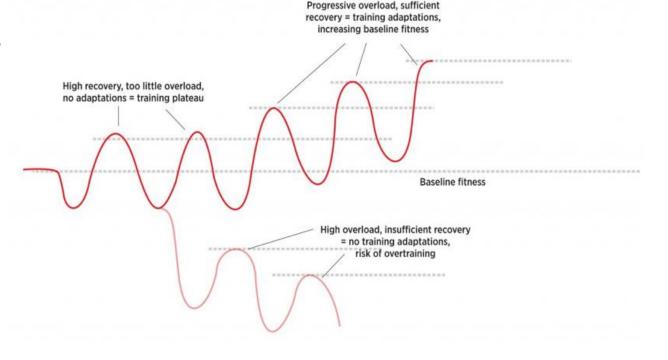
- Agility = Speed
- Balance = Speed
- Coordination = Speed
- Strength = Speed
- Endurance = Speed
- Mobility = Speed (when combined with strength)



# TRAINING PRINCIPLES

- Progressive overload.
- Recovery and adaptation.

• Specificity.





# ENDURANCE AND WORK CAPACITY

#### Long term

 Benefits overall health of athlete as a human, cardiorespiratory development, for life.

#### Medium term

- Allows athlete to maintain concentration and physical exercise for a longer period of time. More quality, more volume
- Teaches athletes the value and reward of hard work.

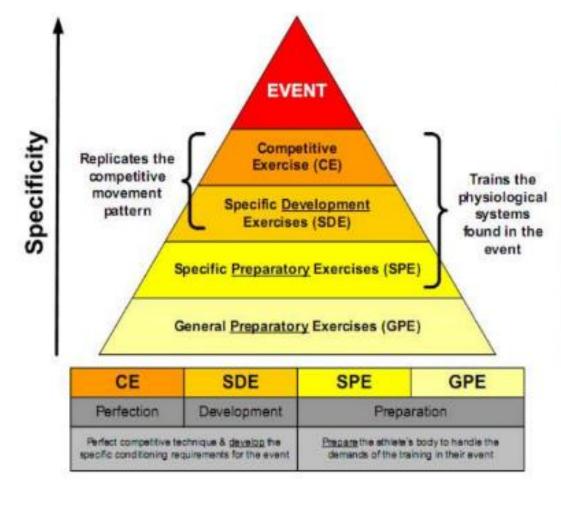


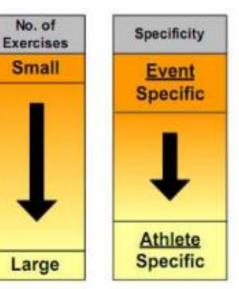
## JUMPS TRAINING CONTENT OVER I YEAR

Fitness component	General prep phase	Pre comp phase	Comp phase
Speed	More speed endurance focused, longer reps, less revovery	Longer recovery, decreased volume/ distance	Competition. Comp specific
Strength	General conditioning	More event specific movements	Event specific if recovery possible
Endurance	Aerobic activity, multi sports	Less longer running, keep work capacity through circuits	For recovery, smaller emphasis
Coordination/ flexibility	Low impact, high volume, focus on correct movement	More dynamic drills, focus on event specific, keep some volume for conditioning	Maintain correct movements, less volume pre competition.

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## EXERCISE CLASSIFICATION







Sprint session

Species

Time and therefore coach attention

Species

R.A.M.P, Drills, hurdle walk overs, physical prep



# DESIGN A SPEED SESSION FOR A DEVELOPING JUMPER

- Warm up
- Warm up progression- drills (aligned to session goals)
- Session prep (skill potentiation)
- Session (with technical focus)
- Physical prep (aligned to long term technical goal)
- Cool down



Stage: Event group Jumps

Age:14-16 years

Training age 3-6 years

Number of athletes: 6

- Warm up activities? R
- Progressions/ specificity. A.M
- Potentiation, skill. P
- Main session?
- Physical prep? Work capacity
- Cool down?



## SESSION BREAKDOWN

## Good example

- Warm up R.A.M.P
- Drills, skill development
- 6x 30m, focus on 1 skill
- Fun race/ relay
- Physical prep circuit
- Cool down, recap.

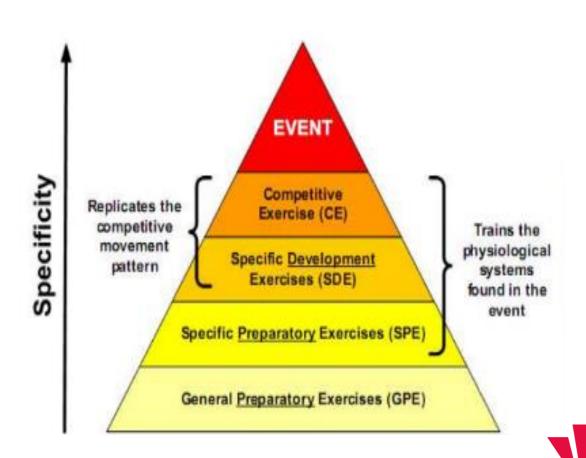
## Bad example

- Jog 2 laps
- Stretch
- 8 x 30m as fast as possible
- Jog one lap



## RETURNING TO ATHLETICS

- Fun
- Challenge
- Succeed
- Build the pyramid again.



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Thank you!

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