

# Angle in – Angle out

Triple Jumping

Small – Bigger – BIGGEST

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- You came to this talk looking for an answer to some question(s) about the Triple Jump.
- Take a minute and write down 2 questions.
- Hopefully I can answer some of the questions.

# JL Seagull.....

- Disclaimer:
  - Don't know if it's right
  - This is what I see when I watch it done

# It's a ZEN thing

- Know what you are looking at
- Watch the jump.
- See the jump.
- Be the jump.
- Feel it from the inside out.

<http://www.youtube.com/watch?v=z35QkFI2tyU&feature=related> (compilation)

<http://www.youtube.com/watch?v=d75syqfhUqM> (Women)

# Getting to the board the right way

- High velocities are important but put a premium on accuracy and strength and technique parameters
- Proper Drive phase mechanics and acceleration patterning create a maximum/repeatable stride pattern

<http://www.youtube.com/watch?v=hAC1qLiJSA8> (Johnathan Edwards)

- Posture, balance and mobility are keys to maximizing proper take-off mechanics

Note: After the run - Hop is 1<sup>st</sup> and most critical component. Analyze your athletes to determine most coordinated leg and hop on that one.

- Premium on timing of contacts – Most athletes have a side that works and one that doesn't.
- Important implications for greater bi-lateral training/jumping.

[http://www.youtube.com/watch?v=KrVRyNf  
g-oU&feature=related](http://www.youtube.com/watch?v=KrVRyNfg-oU&feature=related) (Edwards 18.43)

# Angle in - Hop Phase

- Runway speed influences vertical impulse requirements. Slow, but powerful jumpers can have bigger angles into take off and thus bigger angles out to flight phase.
- But, this requires significantly more strength and perfected ground contact mechanics.

# Angle out – Hop Phase

- Proper arm movements have large influence on creating long take off leg, bigger dynamic stretch reflex and subsequent angles.
- Maintaining excellent posture important for generating maximal forces

<http://www.youtube.com/watch?v=vfAITGsoQXA> (Christian Taylor, Worlds) :42-50

# Angle In – Step Phase

- Slower speeds into step landing allow for greater angles in to maximize useable height in jump phase
- Sweeping arms back and pressing heel out creates opportunity for maximum extension and negative foot speed before contact.
- Posture and head position critical here

- | <b>Cornell TJ stats:</b> |              |           |                   |                    |                 |                 |
|--------------------------|--------------|-----------|-------------------|--------------------|-----------------|-----------------|
| <b>Athlete(wgt)</b>      | <b>HS PR</b> | <b>PR</b> | <b>30 fly (a)</b> | <b>30 stand(h)</b> | <b>squat PR</b> | <b>Clean PR</b> |
| Pollack(172)             | 46'3         | 51'8      | 3.25              | 3.78               | 435             | 265             |
| Kaune(162)               | 46'8         | 50'2      | 3.17              | 3.76               | 335             | 230             |
| Ofori-Ansah(153)*        | 45'8         | 50'8*     | 3.32              | 3.86               | 285             | 185             |
| Taylor(162)              | 43'7         | 53'7      | 3.15              | 3.88               | 385             | 255             |
| Halim(171)               | 44'8         | 54'10     | 3.22              | 3.77               | 425             | 270             |
| Gadson(182)              | 46'2         | 50'0      | 3.30              | 3.85               | 500             | 316             |
| Teixeira(167)            | 44'9         | 51'5      | 3.23              | 3.70               | 475             | 308             |
| Jones(168)               | 50'2         | 52'0      | 3.35              | 3.84               | 465             | 316             |
| Scott(189)               | 46'4         | 50'10*    | 3.38              | 3.81               | 415             | 250             |
| Averages:                | 45'10        | 51'10     | 3.26              | 3.80               | 434             | 276             |

# Developing capacities

- Strength
- Speed
- General Technique
- Refining Technique at HIGH SPEEDS
  - This is the tough one. Hit or miss leads to OJW's
  - One Jump Wonders – or whoa, that was pretty good.  
How'd that happened?

# Increasing speed parameters

- We know Triple Jumping is like a car accident.
- We know a longer run-up increases speed.
- We know it's hard to get really psyched in practice.

- Develop drills and exercises that focus on
  - 1) Posture
  - 2) Big front side mechanics
  - 3) Fast – down and pulling activity

It's all about pulling back

It's not about pushing off

# Challenge

- There's no good way to full run jump in practice so how would you simulate ground contact speeds in practice?

- Muhammad Halim –

<http://www.youtube.com/watch?v=2mnlgBjl74I> ( Muhammad)

- Hasheem Halim – ie. Superman?

<http://www.youtube.com/watch?v=J-ISvHCgHvc> (Hasheem)

- How about this guy?

<http://www.youtube.com/watch?feature=endscreen&v=es9rTuUb1-w&NR=1> (Hurdle fun)





- Here's how I've solved this problem
- Over-speed or assisted bounding.
  - The contacts are very fast based on the run in distance/speed
  - Places a higher premium on great technique
  - Different, Challenging ,Fun, Exciting

- <http://www.youtube.com/watch?v=hAC1qLiJSA8> (Johnathan Edwards)
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- <http://www.youtube.com/watch?v=z35QkFl2tyU&feature=related> (compilation)
- <http://www.youtube.com/watch?feature=endscreen&v=es9rTuUb1-w&NR=1> (Hurdle fun)
- <http://www.youtube.com/watch?v=J-ISvHCgHvc> (Hasheem)
- <http://www.youtube.com/watch?v=vfAITGsoQXA> (Christian Taylor, Worlds) :42-50
- <http://www.youtube.com/watch?v=LfhnPDX1Iy0&feature=related> (El Sheryf) 58-1:08
- <http://www.youtube.com/watch?v=d75syqfhUqM> (Women)
  - 1:00- 1:08, 4:00-4:20, 5:05- 5:20, 7:50-8:00, 8:28-8:48
- [http://www.youtube.com/watch?v=STsv-dQ\\_DQ0](http://www.youtube.com/watch?v=STsv-dQ_DQ0) ( Games)
  - :45-1:20
- <http://www.youtube.com/watch?v=2mnlgBjI74I> ( Muhammad)