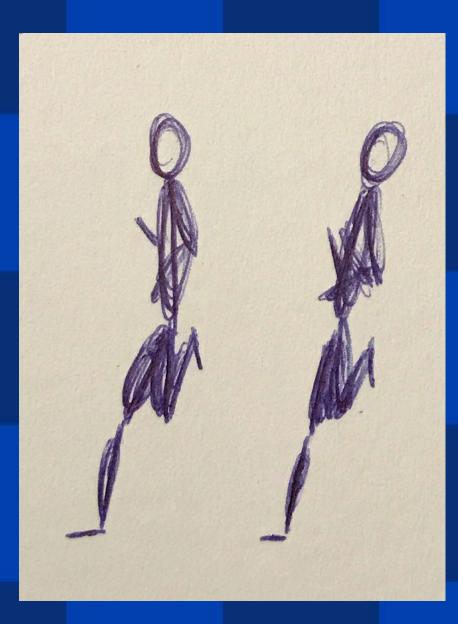
# ADDING SPEED TO FLIGHT

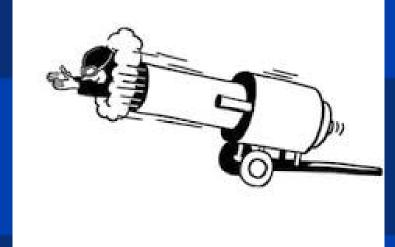
#### - BUILDING THE COMMON TAKEOFF

Kris Grimes The University of Kentucky

Dr Nick Heebner Sports Medicine Research Institute The University of Kentucky

#### PREFACE





# BEING SHOT FROM A CANNON HIT IT HARD POSTURE EFFICIENT TRANSFER





### SKATE BOARD

#### KNEES TOGTHER AT:

- Next to last Take-off
- Penultimate
- ► Take-off
- ► Flight

#### AXIAL FORCE – BENCHMARKS







### FINDING POSTURAL CENTER - SIMPLE TO COMPLEX



#### FINDING POSTURAL CENTER - SIMPLE TO COMPLEX





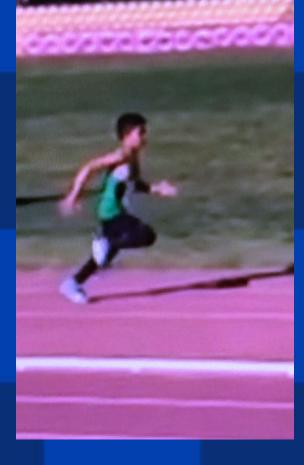


#### THE LAWS OF NATURE VS HUMAN NATURE



### FORWARD BIAS AND INCOMPLETE HIP EXTENSION





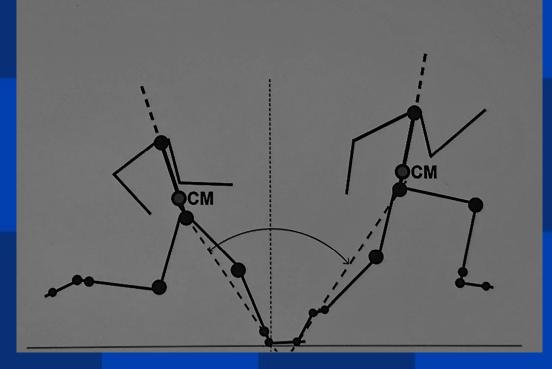
"The Long Jump could basically be considered a projectile event with a difference in degrees," (Matic et.al. 2012)

The run-up velocity is the most significant (factor) for the length of the jump (Bridgett et al. 2002)

Optimum Angle of Take Off in the Long Jump is about 23 degrees (Nicholas P. Linthorne, Maurice S. Guzman, Lisa A. Bridgett 2002)

VERTICAL FORCE APPLICATION

#### WHAT DO WE ULTIMATELY WANT?





# THE REBAR IN OUR CONCRETE

#### DEFINITION OF THE WORD "JUMP"

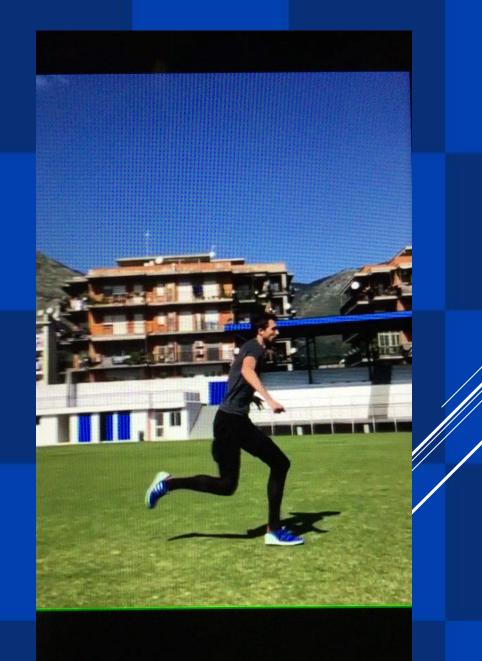








#### LET'S TAKE A LOOK AT SOME EXAMPLES OF VERTICAL FORCE APPLICATION.



#### LONG JUMP



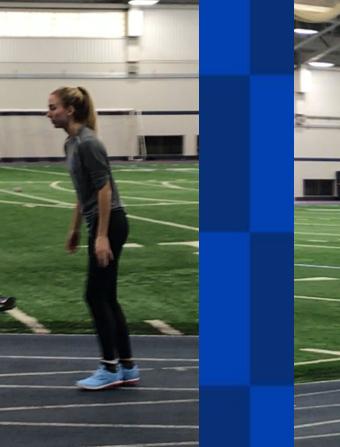
#### TRIPLE JUMP





#### POLE VAULT

# HIGH JUMP





#### KNEES TOGTHER AT:

- Next to last Take-off
- Penultimate
- ► Take-off
- ► Flight

# HOW DID THEY GET THERE?



- Skipping the 7 year old version
- Ankle dribbling thank you Dan Pfaff
- Straight leg bounds heal first contact
- Straight leg bounds to takeoff

#### APPLICATION TIME – BASIC DRILLS

#### **BASIC POSTURE**



#### 7 YEAR OLD SKIP



#### DRIBBLING



# STRAIGHT LEG BOUND – HEAL/VERTICAL



#### DRIBBLE IN TO STRAIGHT



#### APPLICATION TIME – LONG JUMP





#### APPLICATION TIME – TRIPLE JUMP





#### APPLICATION TIME – TRIPLE JUMP





### APPLICATION TIME – HIGH JUMP





#### APPLICATION TIME – HIGH JUMP



#### APPLICATION TIME -POLE VAULT

#### Getting the step out & stiff leg take-off

- Skipping
- Right Knee past
- Complete the front side –Show the bottom of the foot both L&R



#### CUES:

- Show the bottom of the foot to the Pit/sand etc in take off foot but also penultimate.
- "Active landing" means matching the speed of the ground in jumping, applying force vertically

- ► Dr Nick Heebner,
- Dan Pfaff
- Cliff Rovelto

#### **SPECIAL THANKS!**

# TRACK & FIELD

#### SUMMARY

Carrying as much speed through the takeoff while maintaining posture and gaining height requires efficiency. This presentation explored the most effective way to transfer energy from the run to the flight phase of the jump and included teaching progressions to achieve that efficient transfer.

#### IMPACT OF SHEARING