# SPORTSMETRI CS J UMP TRAI NI NG <br> Dr. Walter R. Lowe 

Warm-up:

- 2 laps of jogging/skipping
- 2 laps of side shuffle
- Stretch for 5 to 10 minutes

Cool-down:

- Walk or light jog
- Stretch for 5 to 10 minutes
- Ice (if needed) for 15-20 minutes


## PHASE 1: TECHNI QUE DEVELOPMENT

|  | WEEK 1 \# OF REPS |  |  |  | WEEK 2 \# OF REPS |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | TIME | MON | WED | FRI | TIME | MON | WED | FRI |
| Wall Jumps | 20 sec |  |  |  | 25 sec |  |  |  |
| Tuck J umps | 20 sec |  |  |  | 25 sec |  |  |  |
| Broad jumps-stick landing | 5 reps |  |  |  | 10 reps | --- |  |  |
| Squat Jumps | 10 sec |  |  |  | 15 sec |  |  |  |
| Cone Jumps |  |  |  |  |  |  |  |  |
| Side-to-side | 20 sec |  |  |  | 25 sec | --- |  |  |
| Back-to-front | 20 sec |  |  |  | 25 sec | ----- |  |  |
| 180 Jumps | 20 sec |  |  |  | 25 sec |  |  |  |
| Bounding in Place | 20 sec |  |  |  | 25 sec |  |  |  |
| Total Contacts |  |  |  |  |  |  |  |  |

Maximum goal per day of totā contacts $=120$ contacts

Maximum goal per day of total contacts = 150 contacts

## PHASE 2: FUNDAMENTALS



## PHASE 3: PERFORMANCE

|  | WEEK 5 \# OF REPS |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | TIME | MON | WED | FRI |
| Wall Jumps | 30 sec |  |  |  |
| Step,jump up,down, vertical | 5 reps |  |  |  |
| Scissors Jump | 30 sec |  |  |  |
| Single leg jumps distance | $5 \mathrm{reps} / \mathrm{leg}$ |  |  |  |
| Squat Jumps | 25 sec |  |  |  |
| Jump into bounding | 3 runs |  |  |  |
| Single leg hop, hop stick | 5 reps/leg |  |  |  |
| Total Contacts |  |  |  |  |

Maximum goal per day of total contacts $=220$ contacts


WEEK 6 OF REPS


Maximum goal per day of total contacts = 250 contacts

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## JUMP DESCRIPTIONS

## 180 IUMPS

Two-footed jump, rotating $180^{\circ}$ in mid-air. Keep arms At the side in a $90^{\circ}$ angle. Hold each landing for 2 sec . Repeat in reverse direction

## BOUNDING FOR DISTANCE

Start bounding in place and slowly increase distance with each step, keeping knees high.

## BOUNDING IN PLACE

While leaning forward over the toes, jump from one leg to the other straight up and down, progressively increasing rhythm and knee height.

## BROAD IUMP-STICK LANDING

Two-footed jump as far as possible. Hold landing (knees bent) for 5 seconds.

## CONE JUMPS

With feet together, jump side-to-side over cones quickly. Then perform jumps forward and backward. (*)

## HOP,HOP, STICK

Perform three single leg hops, holding the third landing for 5 seconds with knees slightly bent. Increase distance of hop as technique improves. Alternate legs. ( $\stackrel{\text { ) }}{ }$

ЦUMP INTO BOUNDING
Two-footed broad jump. Land on single leg, then progress into bounding for distance. ( $\bullet$ )

## SCISSORS IUMP

Start in stride position with one foot well in front of the other. Jump up, alternating foot positions in mid-air.

SINGLE LEG IUMPS FOR DISTANCE One-legged hop for distance. Hold landing for 2 seconds with knee slightly bent. (*)

SQUAT IUMPS (FROG JUMPS)
Standing jump raising both arms overhead, land in squatting position touching both hands to the floor. ( $\bullet$ )

## STEP, JUMP UP,DOWN, VERTICAL

Two-footed jump onto a 6 to 8 inch box or stacked gym mats. Reverse and jump forward off box with two feet. After landing, quickly jump straight up with arms raised overhead.

## TUCK IUMPS

From standing position, jump and bring both knees up to chest as high as possible. Repeat quickly. ( $\downarrow$ )

WALL JUMPS (ANKLE BOUNCES)
With knees slightly bent and arms raised overhead, bounce up and down off toes.

」UMP, JUMP, JUMP, VERTICAL Three broad jumps with vertical jump immediately after landing the third broad jump. Raise arms straight up with vertical jump.

## I MPORTANT I NFORMATI ON:

$\Rightarrow(\bullet)$ These jumps performed on a surface such as a track or gym mats.
$\Rightarrow$ Proper form is a must!
$\Rightarrow$ Stop when the athlete loses proper form or fatigue has set in.
$\Rightarrow$ Rest time is double the jump time. 30 sec rest for rep jumps.

