SPORTSMETRICS JUMP TRAINING Dr. Walter R. Lowe

Warm-up:

Cool-down:

- 2 laps of jogging/skipping
- 2 laps of side shuffle
- Stretch for 5 to 10 minutes
- Walk or light jog
- Stretch for 5 to 10 minutes
- Ice (if needed) for 15-20 minutes

PHASE 1: TECHNIQUE DEVELOPMENT

TIME 20 sec	MON	WED	FRI	TIME	MON	WED	EDI
					IVICIA	VVED	FRI
20 500				25 sec			
20 300				25 sec			
5 reps				10 reps			
10 sec				15 sec			
20 sec				25 sec			
20 sec				25 sec			
20 sec				25 sec			
20 sec				25 sec			
	10 sec 20 sec 20 sec 20 sec 20 sec	5 reps 10 sec 20 sec 20 sec 20 sec	5 reps	5 reps	5 reps 10 reps 10 sec 15 sec 20 sec 25 sec 25 sec 25 sec	5 reps 10 reps 10 sec 15 sec 20 sec 25 sec	5 reps 10 reps 10 sec 15 sec 20 sec 25 sec

contacts = 120 contacts

Maximum goal per day of total Maximum goal per day of total contacts = 150 contacts

PHASE 2: FUNDAMENTALS

	WEEK 3 # OF REPS				WEEK 4 # OF REPS				
	TIME	MON	WED	FRI	TIME	MON	WED	FRI	
Wall Jumps	30 sec				30 sec				
Tuck Jumps	30 sec				30 sec				
Jump,jump,jump,vert jump	5 reps				8 reps				
Squat Jumps	20 sec				20 sec				
Bounding for Distance	1 run				2 runs				
Cone Jumps									
Side-to-side	30 sec				30 sec				
Back-to-front	30 sec				30 sec				
Scissors Jump	30 sec				30 sec				
Hop, hop, stick (double)	5 reps				5 reps				
Total Contacts									

contacts = 160 contacts

Maximum goal per day of total Maximum goal per day of total contacts = 190 contacts

PHASE 3: PERFORMANCE

	WEEK 5 # OF REPS				WEEK 6 # OF REPS			
	TIME	MON	WED	FRI	TIME	MON	WED	FRI
Wall Jumps	30 sec				30 sec			
Step, jump up, down, vertical	5 reps				10 reps			
Scissors Jump	30 sec				30 sec			
Single leg jumps distance	5 reps/leg				5 reps/leg	9		
Squat Jumps	25 sec							
Jump into bounding	3 runs				4 runs			
Single leg hop,hop stick	5 reps/leg				5 reps/leg	g		
Total Contacts								

Maximum goal per day of total contacts = 220 contacts

Maximum goal per day of total contacts = 250 contacts

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JUMP DESCRIPTIONS

180 JUMPS

Two-footed jump, rotating 180° in mid-air. Keep arms At the side in a 90° 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 JUMP-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. (*)

JUMP INTO BOUNDING

Two-footed broad jump. Land on single leg, then progress into bounding for distance. (•)

SCISSORS JUMP

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

SINGLE LEG JUMPS FOR DISTANCE

One-legged hop for distance. Hold landing for 2 seconds with knee slightly bent. (*)

SQUAT JUMPS (FROG JUMPS)

Standing jump raising both arms overhead, land in squatting position touching both hands to the floor. (*)

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 JUMPS

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

WALL JUMPS (ANKLE BOUNCES)

With knees slightly bent and arms raised overhead, bounce up and down off toes.

JUMP, JUMP, JUMP, VERTICAL

Three broad jumps with vertical jump immediately after landing the third broad jump. Raise arms straight up with vertical jump.

IMPORTANT INFORMATION:

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