

SPORTSMETRICS JUMP TRAINING

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

VELOPPIEN					
WEEK 1	WEEK 2 # OF REPS				
# UF REPS					
TIME MON WED FRI	TIME MON WED FRI				
20 sec	25 sec				
	25 sec				
	10 reps				
	15 sec				
20 sec	25 sec				
20 sec	25 sec				
20 sec	25 sec				
20 sec	25 sec				
Maximum goal per day of total contacts = 120 contacts	Maximum goal per day of total contacts = 150 contacts				
-S WEFK 3	WEEK 4				
	# OF REPS TIME MON WED FRI 20 sec				

	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								
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							
Scissors Jump	30 sec				30 sec			
Hop, hop, stick (double)	5 reps							
Total Contacts								
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Maximum goal per day of total contacts = 160 contacts

Maximum goal per day of total contacts = 190 contacts

contacts = 250 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, vertica	al 5 reps			10 reps	5	_		
Scissors Jump	30 sec			30 sec				
Single leg jumps distance				5 reps/le				
Squat Jumps	25 sec			25 sec				
Jump into bounding	3 runs			4 runs				
Single leg hop,hop stick	5 reps/leg							
Total Contacts				•				
	Maximum go	al per da	ay of total	Maxim	um goa	l per da	y of total	

contacts = 220 contacts



SPORTSMETRICS JUMP TRAINING

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-side over cones quickly. Then perform jumps forward and backward. (*)

HOP, HOP, STICK

Perform 3 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 the stride position with one foot well in from if the other. Jump up, alternating foot positions in midair.

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 stack of gym mats. Reverse and jump forward off box with 2 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 (\bullet) These jumps performed on a surface such as a track or gym mats.
- ⇒ Proper form is a must!
- \Rightarrow 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.