HOW TO TRAIN FOR THE HIGH JUMP

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DEMANDS OF THE EVENT & TRAINING GOALS

- A HIGH JUMPER NEEDS TO BE ABLE TO RUN A 20-30M APPROACH (3-4 SECONDS)
 AND TAKE 8-12 JUMPS AT MAX EFFORT OR NEAR MAX EFFORT
- BE AS FAST, LIGHT, AND REACTIVE AS POSSIBLE
- BE ABLE TO EXECUTE A HIGH JUMP APPROACH CONSISTENTLY AND CORRECTLY REGARDLESS OF WEATHER CONDITION



ASPECTS TO BE TRAINED

- APPROACH, APPROACH!!! (TECHNIQUE AND RHYTHM)
- SPEED (ACCELERATION AND MAX VELOCITY)
- PLYOMETRICS/MULTI-JUMPS/THROWS (REACTIVE STRENGTH AND EXPRESSION OF EXPLOSIVE STRENGTH)
- Strength (Max strength and power + bodyweight strength circuits)
- TRAINING TO BE A TOTAL ATHLETE

APPROACH DEVELOPMENT

- THERE IS NO FOSBURY FLOP WITHOUT A GREAT APPROACH – IF THE APPROACH IS NOT CONSISTENT, MAXIMAL HEIGHT WILL NEVER BE ACHIEVED AND THE RISK OF INJURY INCREASES
- EMPHASIS ON ACCELERATION AND CURVE RUNNING MECHANICS WITH MULTIPLE DRILLS AND EXERCISES ON THE CURVE IN PRACTICE
- WE SPEND 6-8 WEEKS IN THE FALL MASTERING APPROACH BASICS BEFORE WE EVER TAKE A JUMP FROM AN APPROACH OF ANY LENGTH



ACCELERATION DEVELOPMENT & MAX VELOCITY

- I COACH A STANDING OR ROLLOVER START IN THE HIGH JUMP FOR CONSISTENCY'S SAKE — ATHLETE & EXPERIENCE DEPENDENT
- BEING ABLE TO OVERCOME INERTIA AND ACCELERATE QUICKLY AND CONSISTENTLY BECOMES INCREASINGLY IMPORTANT
- THIS ASPECT OF TRAINING SETS UP THE ENTIRE APPROACH
- Used to develop speed and transition into the postures the athlete will use in the approach run
- WE TRAIN ACCELERATION OR VARIATIONS OF IT DURING THE ENTIRE YEAR (5-30M)

ACCELERATION DEVELOPMENT & MAX VELOCITY

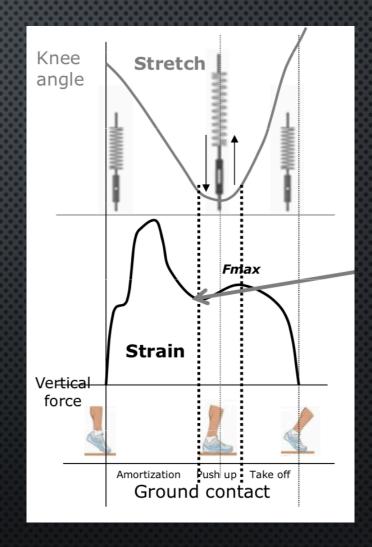
- Max speed can only last for 3-5 seconds sometimes less!!!
- AS THE ATHLETES MAX VELOCITY INCREASES SO SHOULD THE VELOCITY OF THE APPROACH – A HIGH TIDE RAISES ALL SHIPS
- We train this aspect 1-2x per week with flying runs (10's, 20's, 30's) or sprint float sprint combinations (10m-10m10m, 10m-20m-10m, 20m-20m-20m, etc) usually not over 30m segments
- Max Velocity work is very taxing (93%+) so the volume control becomes key (150m-300m) in a session – normally 5-6 runs with FULL recovery
- Measure and record! You cant improve on something that you do not measure!
- VERY TAXING ON THE CNS

REACTIVE STRENGTH

- REACTIVE STRENGTH DEMONSTRATES AN ATHLETES ABILITY TO QUICKLY AND EFFECTIVELY CHANGE FROM AN ECCENTRIC TO A CONCENTRIC CONTRACTION – HOW FAST CAN THE ATHLETE AMORTIZE THE GROUND CONTACT?
- TRAINED WITH PLYOMETRIC EXERCISES
- Being able to apply force quickly and efficiently is a high priority –
 A Jump is a deflection NOT a push!

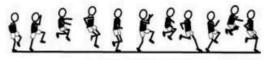
PLYOMETRICS & MULTI-JUMPS

- PLYOMETRIC: AN OVERLOAD OF ISOMETRIC TYPE MUSCLE ACTION WHICH INVOKES THE SSC
- STRETCH SHORTENING CYCLE (SSC) ACTIVE STRETCH
 OF A MUSCLE FOLLOWED BY AN IMMEDIATE SHORTENING
 OF THAT SAME MUSCLE (ECCENTRIC → ISOMETRIC →
 CONCENTRIC)
- Use to improve rate of force development and the SSC of the muscle tendon unit
- TYPICALLY INVOLVES GROUND CONTACT TIME OF LESS THAN 150MS
- EXAMPLES WOULD BE DEPTH JUMPS, HURDLE HOPS, BOUNDING, SPRINTING
- HIGHLY TAXING ON THE CNS USE SPARINGLY WITH LOW VOLUMES/HIGH INTENSITY/FULL RECOVERY



PLYOMETRICS & MULTI-JUMPS CONT...

Short coupling time jumping and bounding exercises (the short time of force employment)



Alternate Leg Bounding



Box Jumps on and off of a low box



Consecutive jumps over obstacles or boxes

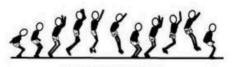


Side-to-side double leg bounces



Side-to-side singleleg bounces

Long coupling time jumping exercises (the long time of force employment)



Repeated Long Jumps









Multiple consecutive standing jumps



Box Jumps on and off of a high box

PLYOMETRICS & MULTI-JUMPS CONT...

Multi-Jump Circuits (Schexnayder – SACSpeed Training Inventory)

Mercury	Venus	<u>Mars</u>		<u>Jupiter</u>	Ancillary Depth	Jumps	<u>Uranus</u>
Ankle Bounces Side Straddled Hops Front Straddled Hops Crossover Hops Diagonal Hops Bunny Hops Zig-Zag Bunny Hops	Line Hops Buttkick Jumps 180's Rocket Jumps Speed Skaters Wideouts Squat Freeze Ju	Tuck Jumps Ski Jumps Single Leg La Straddle Jump Single Leg Me Lane Hops mps Single Leg Sq	os edial Turns	Box-SLJ Box-Hurdle Box-Box-SLJ Box-Box-Hurd	Box Rebounds Lateral Box Reb Twisting Box Re Single Leg Box I	bounds	RRR LLL RRLL LLRR RLRL LRLR
<u>Saturn</u>	<u>Neptune</u>	<u>Pluto</u>	Bounding S	eries A	Bounding Series B	<u>Boundi</u>	ng Series T
Standing Long Jump 3 Double Leg Bounds Standing Triple Jump Double-Double	Jog-RRR Jog-LLL Jog-RLRL Jog-LRLR	LLL RRR LLRR Medial Hops (L-R) Lateral Hops (L-R)	RRR LLL RRL LLR RRLL RLRL		Straight Leg Bounds LRLR RRLL	Skips fo	or Height or Distance n-Jump (L-R)

THROWS

- WE USE THROWS FOR SEVERAL REASONS:
 - EVALUATION OF MOVEMENT EXPRESSION OF POWER OR DEFICITS IN MOVEMENT EFFICIENCY
 - CNS readiness explosive strength
 - TEACHES APPLICATION OF FORCE
 - TRAINING VARIETY
 - GENERAL STRENGTH MOVEMENTS
 - CAN PAIR WITH PLYOMETRIC EXERCISES
 - Examples: Underhand Forward, Overhead Back, Height, Chest Pass, Lunge Throw, etc.

STRENGTH TRAINING

- GOALS OF STRENGTH TRAINING FOR JUMPERS IN GENERAL:
 - DEVELOP AN APPROPRIATE LEVEL OF MAX STRENGTH EACH YEAR
 - NOT ADD AN EXCESSIVE AMOUNT OF MASS ESPECIALLY ABOVE THE BELLY BUTTON.
 - Train movements not muscles
 - SHOULD BE COMPLIMENTARY TO THE TRACK
 - Must progress logically and individually
- THINGS TO CONSIDER
 - AGE (CHRONOLOGICAL AND TRAINING)
 - GENDER
 - TIME OF THE SEASON
 - Is it a multi-sport athlete?

STRENGTH TRAINING CONT...

- MAX STRENGTH: GREATEST AMOUNT OF FORCE A MUSCLE OR MUSCLE GROUP CAN PRODUCE REGARDLESS OF TIME FRAME (HEAVY DEEP BACK SQUAT OR DEADLIFT)
- POWER: ABILITY TO PRODUCE AS MUCH FORCE AS QUICKLY AS POSSIBLE (OLYMPIC LIFTS OR PARTIAL OLYMPIC LIFTS I.E. CLEAN JUMP, HIGH PULL, MODERATE TO HEAVY MED BALL THROWS)
- SPEED-STRENGTH: MOVING A LIGHT WEIGHT AS FAST AS POSSIBLE (20-40% OF 1RM @ 1.1-1.5 m/s) i.e. squat jumps, light Olympic lifts, light med ball throws
- Max strength is important but only if it is being concurrently developed with power or speed strength
- If the strongest athletes on earth were the best high jumpers, most NFL lineman would be great high jumpers

STRENGTH TRAINING CONT...

Percent 1RM	Approximate Number of Repetitions	Optimal Total Reps per Workout (with range)	Training Effect
95-100	3 to 1	7 (4-10)	Max Strength
85-95	6 to 3	10 (6-14)	Strength
75-85	10 to 6	15 (10-20)	Hypertrophy and Endurance
65-75	20 to 10	18 (12-24)	Explosive Power, Endurance, Some Hypertrophy
55-65	35 to 20	24 (18-30)	Endurance
45-55	50+ to 35	100 (50-150)	Endurance

Based on Prilepins Chart -https://powerathletehq.com/2014/07/28/prilepins-chart/

GENERAL STRENGTH/FITNESS CIRCUITS

- BODYWEIGHT EXERCISES PERFORMED IN ALL PLANES OF MOVEMENT.
- Could be used in conjunction with traditional strength training (2 days gym 2 days circuits)
- CAN BE USED TO TARGET CERTAIN MUSCLE GROUPS OR MOVEMENTS
 - UPPER BODY
 - LOWER BODY
 - TOTAL BODY
 - Core
 - COMBINATIONS OF THE 4
- Used to develop aerobic capacity, endocrine fitness, aid in coordination, help prevent overuse syndromes
- ADDS VARIATION IN TRAINING
- CAN BE USED FOR RECOVERY INSTEAD OF THE ARBITRARY 100M TEMPO WORKOUTS

GENERAL STRENGTH CIRCUIT EXAMPLES

General Strength Circuits (Schexnayder – SACSpeed Training Inventory)

TaurusLeoPushupsSingle Leg Squat (L-R)Prisoner SquatsStationary Lunges (L-R)V-SitsLunge Jumps (L-R)Back HypersIncline Pushups

Dips

V-Sits

L-Overs

Crunches

Decline Pushups

Lateral Squats

Rocket Jumps

Prisoner Squats

Yogis (Front/Back)

Squat Lunge Walks

Kneeling Good Mornings

Alternate Pelvic Tilt Heel Slides

Rocket Jumps Dips

Cossack Extensions

L-Overs

Wrestler's Bridge

Pushups w/Clap

Swimming Burpees

<u>Gemini</u>

Single Leg Toe Raises (L-R) Squat Toe Raises Side Foot Toe Raises (L-R) Closed Everted Toe Squats Toe Lunge Walk (L-R)

<u>Cancer</u>

Prone Elbowstand Leg Lifts (L-R)
Supine Elbowstand Leg Lifts (L-R)Prone
Handstand Leg Lifts (L-R)
Supine Handstand Leg Lifts (L-R)
Side Elbowstand Top Leg Lifts (L-R)
Side Handstand Top Leg Lifts (L-R)
Side Elbowstand Bottom Leg Lifts (L-R)
Side Handstand Bottom Leg Lifts (L-R)

<u>Aquarius</u>

Forward Leg Lift (L-R)
Forward Leg Lift/Flex (L-R)
Forward Leg Lift/Circle (L-R)
Russian Cossacks (L-R)
Bridge/Knee Extension (L-R)
Reverse Leg Lift/Flex (L-R)
Half Hypers (L-R)
Lunge Twist/Good Morning (L-R)
Half Crunches (L-R)
Crunches
Alternate Pelvic Tilt Heel Slides

Pillar

V-Sits
Back Hypers
Side Ups (L-R)
Leg Toss/Toe Touch/Hip Lifts
Crunches
Side Lifts
Back Hypers w/Twist
Crunches w/Twist L-Overs
Russian Cossacks (L-R)
Wrestler's Bridge
Pelvic Tilt Isometric
Pelvic Tilt Bicycle
Pelvic Tilt Crunches

Scorpius

Forward Squat Walk Backward Squat Walk Lateral Squat Walk (L-R) Pushup Walk

TRAINING EXAMPLES – WEEKLY TEMPLATE

Off Canada (Canada Duan)		
Off-Season (General Prep)		
Monday	Warm Up	
	Jumps Circuit	
	Acceleration	
	Buildups or Technical Runs	
	Weights	
Tuesday	Warm Up	
	General Strength Circuits	
	General Technical Work	
	Dynamic Flexibility/Mobility	
Wednesday	Warm Up	
	Hills or Resistance (Stadium Stairs)	
	Plyos/Multi Jump/Bounding Series	
	Weights	
Thursday	Warm Up	
	General Strength Circuits	
	General Technical Work	
	Dynamic Flexibility/Mobility	
Friday	Warm Up	
	Jumps Circuit	
	Acceleration	
	Buildups or Technical Runs	
Saturday	Warm Up	
	Extensive Tempo or General Fitness Circuits	
Sunday	Passive Rest	

	Specific Prep	
Monday	Warm Up	
	Jumps Circuits (Foot Prep Circuits)	
	Med Ball Throws	
	Acceleration/Max Speed	
	Weights	
Tuesday	Warm Up	
	Specific Technical Work	
	Resisted Drills	
	Position Work/Mobility	
Wednesday	Warm Up	
	Plyometric/Multi-Jumps	
	Weights	
Thursday	Warm Up	
	Specific Technical Work	
	Non Resisted Drills	
	Position Work/Mobility	
Friday	Warm Up	
	Jumps Circuits (Foot Prep Circuits)	
	Med Ball Throws	
	Acceleration/Max Speed/SSE	
	Weights	
Saturday	Warm Up	
	Extensive Tempo or General Fitness Circuits	
Sunday	Passive Rest	

Competition Season		
Monday	Warm Up	
	Jumps Circuit (Foot Prep Circuit)	
	Acceleration/Max Speed	
	Weights	
Tuesday	Warm Up	
	Specific Technical Work	
	Drills (Light Resist or No Resist)	
	Position Work/Mobility	
Wednesday	Warm Up	
	Plyo/Multi Jumps/Throws OR Speed Endurance	
	Weights	
Thursday	Warm Up	
	Light Technical	
	Position Work/Mobility	
Friday	Pre-Meet (Stimulus)	
Saturday	Competition	
Sunday	Passive Rest	

QUESTIONS?

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