Keep Score! How to make Champions..

POLE VAULT RULES TO WIN BY!

SAWHWAS

THE UNIVERSITY OF KANSAS

Understanding the game you're playing!

- The game is to make bars!
- Aggressive bad technique beats Perfect technique every time
- assuming basic fundamentals are present
- 1. consistent step
- 2. tall plant
- 3. the ability to move the pole to vertical
- 4. landing consistently in the coaches box
- It's about competing not PR's

The formula

- 70% 90% of the time!
 10 jump work-out (score it)
- ► 70/30 rule

70% positive

30% Negitive

Competition Rules or (Goals)

- First 1/3 of the season!
- Make 3 bars in a meet (Goal) The athlete might start 2 to 2 ½ below his or hers best jump
- Second 1/3 of the season!
- Still make 3 bars in a meet (Goal) The athlete should now start 1 ½ below his or her's best jump
- Championship season!

Strategy time! (How high does the athlete need to jump to place or

Coaching Rules

- Jump with a purpose
- 3x in a row before change (luck, chance, skill)
- I change at a time
- Don't leave the pole until it leaves you

Cause and effect

Coach the cause!

example: athlete take-off is under what you do?

- move the athlete back?
- move the athlete up?
- plant mechanics?
- pole drop?

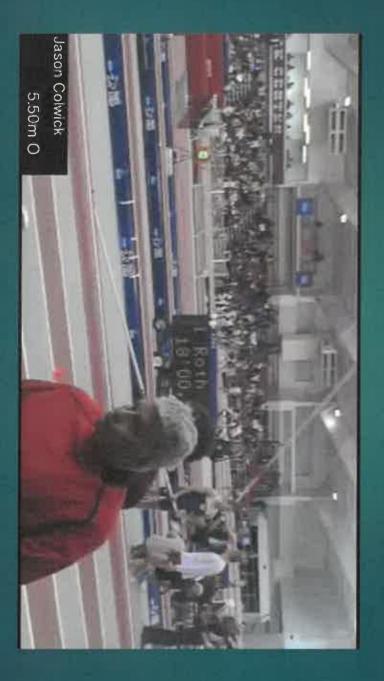
3 styles of pole vaulters

- #1 Move the pole with the run take-off
- #2 Move the pole with the swing
- #3 Move the pole with the run take-off and speed the pole up with their swing

Vaulter #1 Moves the pole with their run take-off



their swing! Vaulter #2 Moves the pole with

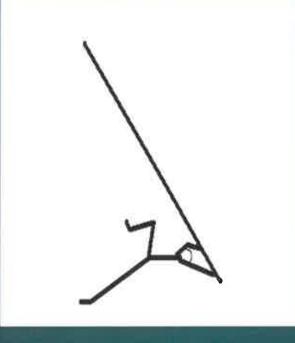


Vaulter #3 Moves the pole with their run take-off and speeds it up with their swing

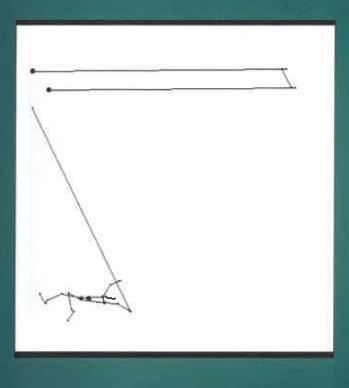


occur! What has to happen for change to

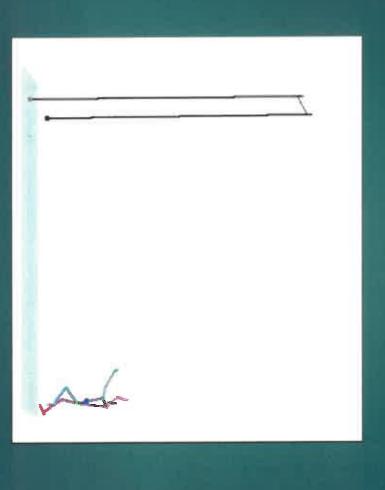




Cord of the pole and how you can't go against physics



The importance of firing order



Questions!

Tom Hays

Thank you!