## ATHLETIC FOUNDATIONS

## SESSION B

A progressive framework for teaching and improving landing mechanics and control for injury prevention and longevity of players joint health
Progress at your own pace depending on your ability
Complete each session as part of your warm up, a minimum of twice a week before you can check out of this level

Check out O score given by peer or coach based on capacity to complete these with good landing technique

## PRIMER

(HALF COURT)

- Jog there \& back
- Heel flick out, high knees x2
- Forwards walking lunges*
- Sideways lunges
- Skipping there \& back
- Squats $\times 5$
- Squats down on two feet up on one $\times 3$ each side
- Jog there and back


## COACHING CUES AND CHECK OUT

Jump: Two feet throughout
Hop: Same foot throughout take-off and landing

Leap: Left foot to right foot and vice versa

Stick: To land a jump or hop with good control, without stutter

Quiet or Soft: Landings with good shock absorption and control are quiet

Sideways hops or leaps
should always travel inside to mimic action on court

## Sideways Jump <br> Stick $1 \times 5$ E/S <br> Single Leg Bridge 5 E/S

## $\int^{000}+\overbrace{}^{000}$



## Plank

20 sec


## Side plank <br> $15 \mathrm{sec} \mathrm{E} / \mathrm{S}$

D) Double leg Jump PLYO $3 \times 3$



COMPLETION:
Good Landing
Technique (Score)

