Weight Room Applications For Speed

Masterclass Objectives

- 1) Why does & how can the weight room improve speed?
- 2) What are the limitations within the weight room?
- 3) What are the priority applications/movements?
- 4) What are the most common programming strategies for these applications/movements?



Weight Room Speed; Fact or Fiction?

- Force development is plane specific
- Relative strength is a critical component for speed success
 Teaching intent in a
- Teaching intent in a slower-paced environment

Jump Shrug Hang High Pul Isnatch ver Clean/Snatch Velocity From Kne Clean/Snat From Floo Isnatch From Floor clean Clean/Snatch Countermovement From Knee Mid-Thigh Pull Force



Weight Room Limitations

- Specificity is, and always will be, King.
- Sprinting yields the highest RFD the body can elicit
- "Movement problems need movement solutions"
- Increased risk of injury
- Increased skill/complexity demands?



3 Keys To Weight Room Success

Deciphering which movements to include and which to ignore



Deciphering Which Movements To Incorporate

Relative Body Strength

- a. Chin up = 1 dead hang (start there!)
- b. Goblet Squat 50% bodyweight x 20 reps
- c. RFE Split Squat 25% bodyweight for 10 reps in 10 seconds
- d. Standing Broad Jump = height (advance = height + 20%)
- e. Standing Vertical = age (in inches)



Deciphering Which Movements To Incorporate

Force Development {{= Mass x Acceleration}}

- Mass = Athlete's body
 - Remember, carry over is to SPEED (ground based movement)
- Force production balanced with force absorption
- Isolated production progressed to repeat production
 - For both production and absorption



Deciphering Which Movements To Incorporate

Applying External Load

- Relative strength before absolute strength, always
 - 5RM > 3RM > 1RM
- Self limiting movements protect athletes (from themselves)
- Move slow, become slow



Weight Room Movements For Speed

Core Lifts:

- 1) Goblet Squat > Split Squat > RFE
- 2) RDL > Trap Bar DL
- 3) Chin up Progression (Flex Hang > Eccentric > Band Assist)
- 4) Push up



Weight Room Movements For Speed

Force Production // Force Absorption

- 1) Squat jump + variations
- 2) Repeat hurdle hop
- 3) Single leg broad jumps + variations



Stationary march with/under band tension





Band assisted high pogo jump

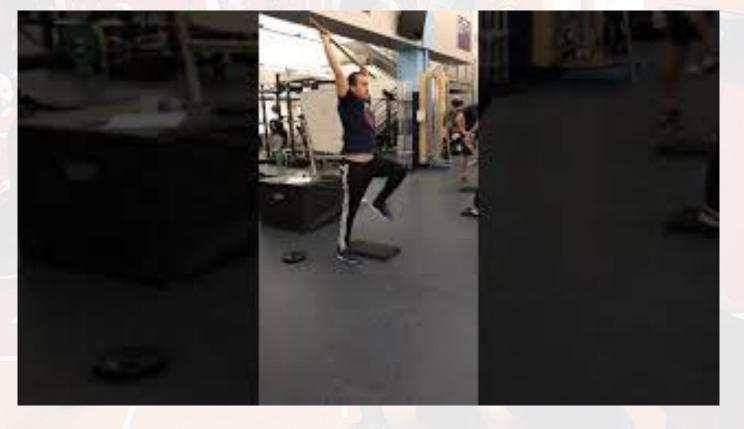




Fold & recover march with/under band tension













If you're short on space...or staff...

Implement a dedicated 'block' post-ADW and pre-lift
 Example:

"Power Block" (10 minutes)

A1) 3 Hurdle Hops (Every 30 seconds) x 3-6 sets

B1) Single-leg snap down x 4 reps per leg - rest 90 seconds after the second leg



If you have space & resources

 Assembly line style - take up space, have athletes cycling through each movement 'station' style.

Example:

- A1) Broad jump x 3-5 jumps (for speed!)
- A2) Snap down to split stance catch x 3 reps per leg
 A3) Lunge ISO Hold with floating heel x 20 seconds per leg
 *Rest 2 minutes between rounds/sets



If you're in JUST a weight room or in a commercial space and have just a squat rack

1) Use superbands to provide tactile feedback on athlete's posture - get specific with SOMETHING

*Refer back to the speed specific movements shown earlier **Start by programming for TIME duration then progress to intentful reps



Thoughts on contrast training and/or pairing slow with fast movements...

"If you chase two rabbits, you'll go home hungry"- Dan John

- Most youth athletes lack capacity
- The goal is skill acquisition
- The other goal is physical exposure
- The weight room is a tool, not the end results
- Keep fast first



THANK YOU!





Suchomel, Timothy & Comfort, Paul & Lake, Jason. (2017). Enhancing the Force–Velocity Profile of Athletes Using Weightlifting Derivatives. STRENGTH AND CONDITIONING JOURNAL. 39. 10-20. 10.1519/SSC.00000000000275.

