Pole Vault Basics

- 1. Safety
 - a. Poles
 - b. Equipment (Pole tree or hurdle)
 - c. Patience and more patience
- 2. Athletes (sixth best athlete on the team)
 - a. Athletic (must want to vault) biggest, fastest, strongest
 - b. Fast and core strength (ask other coaches)
 - i. Gymnast
 - ii. Skateboarder
 - iii. Wind-surfer, cheerleader, etc.
 - c. Warm ups: be consistent and only about 15 minutes
- 3. The Vault: Three Parts (run, plant, swing)
 - a. The Run
 - i. Start slow and finish fast
 - ii. High knees (knee parallel to the ground)
 - iii. Stand tall (runner should be vertical to the runway)
 - iv. Pole carry (right hand on hip, left hand center chest
 - v. Lower the pole 3 strides from box
 - vi. Fastest controlled run
 - b. The plant
 - i. Must be vertical at the plant (no inside or outside vertical. pole cannot be to the right or left of center)
 - ii. Both arms fully extended
 - iii. Plant is pushing motion not pulling
 - iv. Runway plant and sand plant
 - v. Hear the run
 - c. The swing
 - i. Take off must be explosive
 - ii. Drive leg to the chest
 - iii. Trail leg long and straight
 - iv. Hips must rotate above the head
 - v. Feet must go above and beyond the pole
 - vi. Top hand needs to go to the crotch
 - vii. When fully vertical:
 - 1. back should be to the bar
 - 2. pull upwards and turn, right ankle, then right hip to the left
 - 3. the body will follow and the athlete will turn over the bar
 - 4. only push off and release the pole when the hips have cross the over the bar

5. Never land on your feet on the pad!

4. Workouts:

- a. Vaulting is a workout! (an athlete has only ten vaults in a day)
- b. Condition your athletes after you have vaulted
- c. Try to have athletes do some type of cool down after competition
- d. Try having vaulters do other events (hurdle, long jump and sprints)
- e. Workouts will vary depending on weather conditions
- f. I.T.P. Individual Training Plan