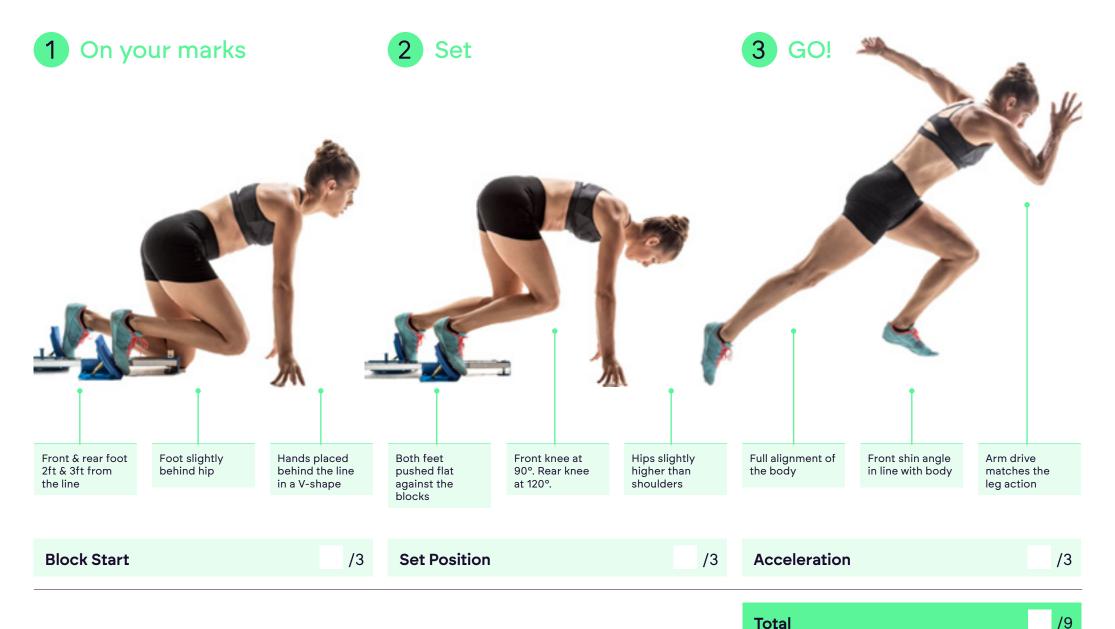


# Technique Card: Block Start



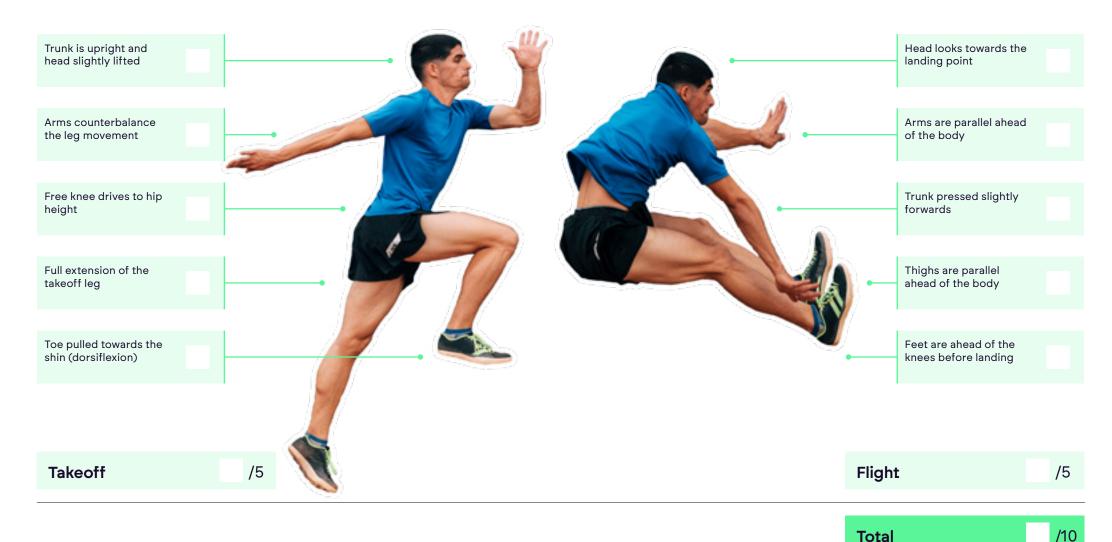




## Technique Card: Long Jump



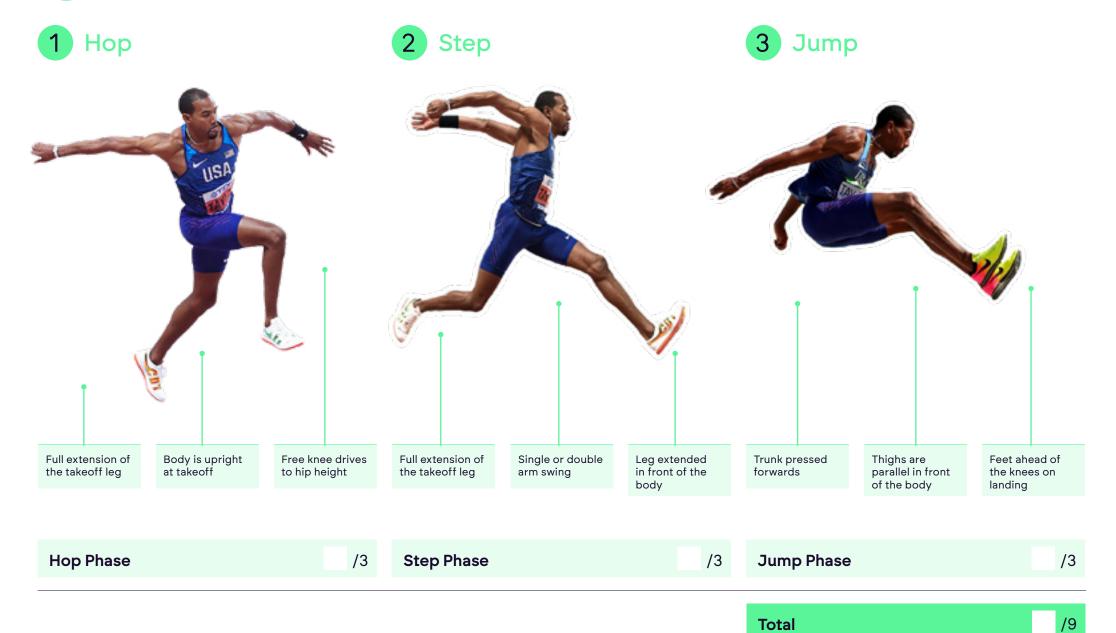
The aim of the long jump is to accurately target the takeoff board and to generate height without losing excessive horizontal speed achieved during the long jump approach.





## Technique Cards: Triple Jump







#### Technique Card: Shot Put Delivery



The aim of the shot put delivery is to accelerate the shot through the optimal angle. This is achieved by creating an effective front foot block and lifting the shot from a



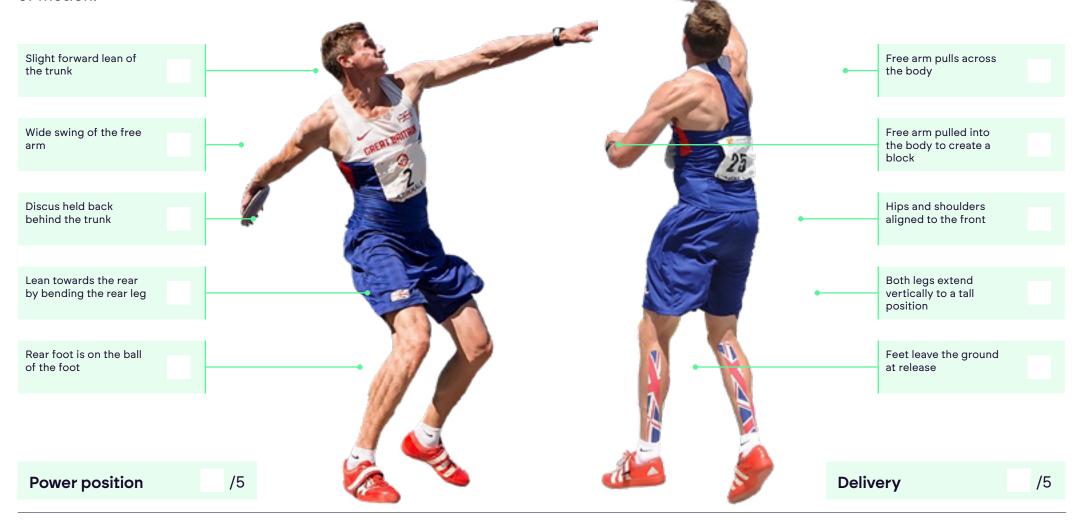
Total /10



#### Technique Cards: Discus Delivery



The aim of the discus throw is to create separation of the upper and lower body and a stable foot positioning in order to accelerate the discus through a long range of motion.



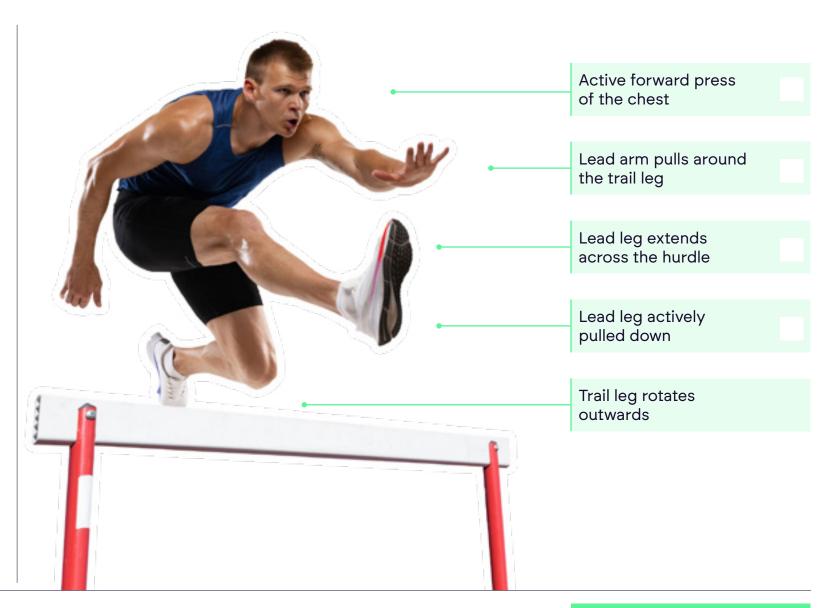
Total /10



## Technique Card: Hurdles Clearance



Effective hurdling technique allows athletes to keep as low as possible across the hurdles and to achieve optimal transition between hurdling and sprinting to maintain running speed





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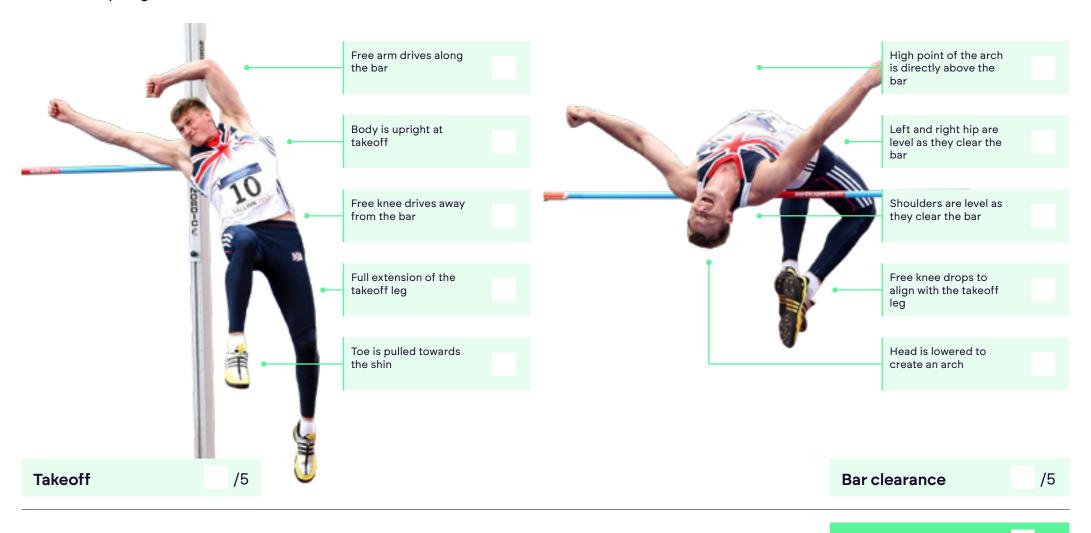


## Technique Card: High Jump



**Total** 

The aim of the high jump is to use the approach and takeoff to create vertical speed and rotation away from the bar in order to adopt an arch position to successfully negotiate the bar





## Technique Cards: Javelin Delivery



The aim of the javelin delivery is to create a block with the front foot in order to transfer speed from the cross-over approach into the throw and to deliver the javelin at high speed through an angle of 40 degrees.

