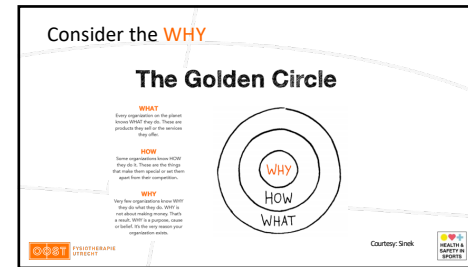


1



2



3



4

**Backswing | Downswing**

or

**Wind up | Wind off**

It's everywhere

EVOLUTIVE  
VITRECT

HEALTH &  
SAFETY IN  
SPORTS

5

**Tension arc**




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VITRECT

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6

**Wind up | Wi**

**Tension arc > Brake > Sequential accel**

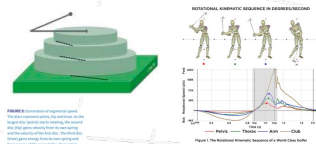


EVOLUTIVE  
VITRECT

HEALTH &  
SAFETY IN  
SPORTS

7

**Kinematic sequence & energy transfer**



EVOLUTIVE  
VITRECT

HEALTH &  
SAFETY IN  
SPORTS

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**Tension arc > Brake > Sequential acceleration**

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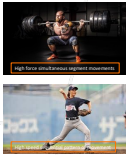
### Coordination continuum principle

Sequencing and timing bodies actions to create movement

**High levels of force** are through **simultaneous segmental movements**

**Lower force and high speed** movements through sequential pattern of movement

It's a **continuum**



8 biomechanical principles

1. Balance
2. Force-Time
3. Force-Motion
4. Coordination Continuum
5. Segmental Interaction
6. Range of Motion
7. Optimal Projection
8. Spin

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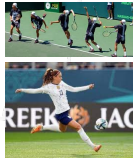
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### Segmental interaction principle

Using your body parts in order to create maximum power in a shot.

**Begins with the largest, slowest, strongest segments (TRUNK) and works through via less slow towards fastest segments (blank / foot or fore arm / hand).**



8 biomechanical principles

1. Balance
2. Force-Time
3. Force-Motion
4. Coordination Continuum
5. Segmental Interaction
6. Range of Motion
7. Optimal Projection
8. Spin

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### Range of motion principle

of the physically possible motion. The Range-of-Motion Principle states that less range of motion is most effective for low-effort (force and speed) and high-accuracy movements, while greater range of motion favors maximum efforts related to speed and overall force production (Hudson, 1989).

Compare playing darts and throwing javelin  
Tennis and football ?



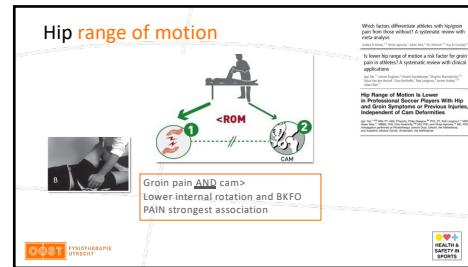
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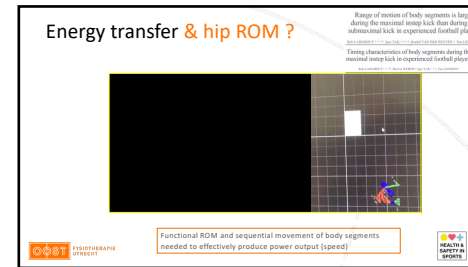
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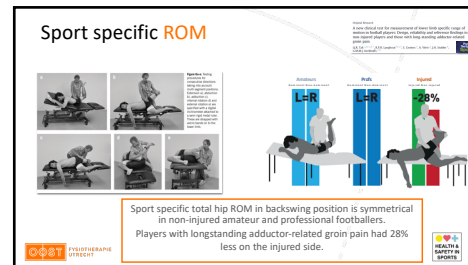
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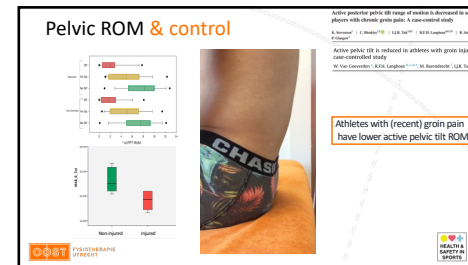
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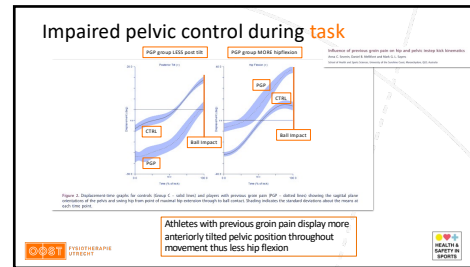
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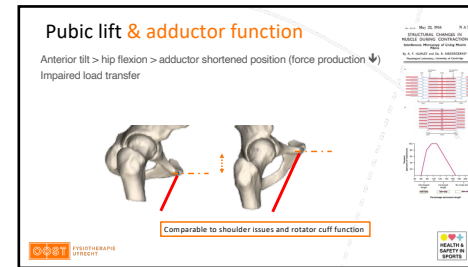
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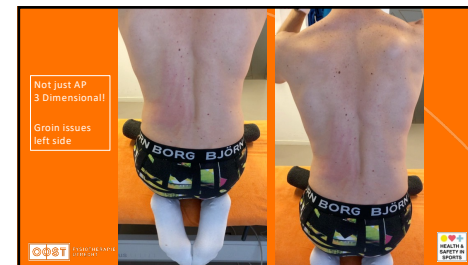
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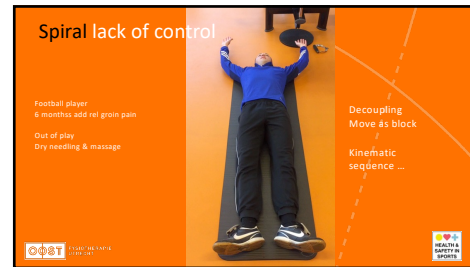
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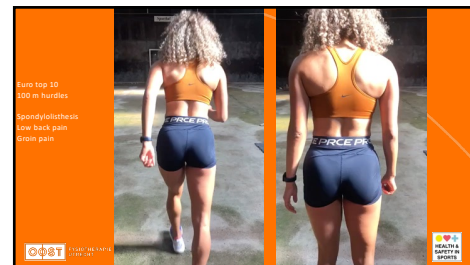
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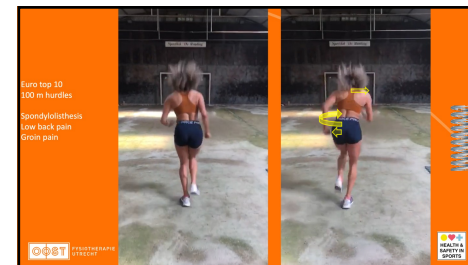
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## Rehab plan

- MT (short session)
- ROM Principle (Optimize 3D ROM of Hip/Trunk segments)
- Move through range (Muscle control full end range, sequencing / coord as needed)
- Keep energy in the system (Cave weak areas in diff planes)
- Load from slow > light > heavy > speed
- Accelerations and decelerations
- Running AND sprinting AND COD

LOAD ASAP AS TOLERATED ACCORDING MOVEMENT PRINCIPLES  
NOT THE SINGLE MUSCLE (GROUP)



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## Adductor-related groin pain

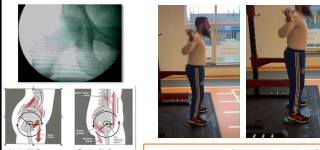


MT of adductors decreases pain and allows early return to sport + ROM Sport specific increases HVLT for segments of kinetic chain



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## Improve hip ROM

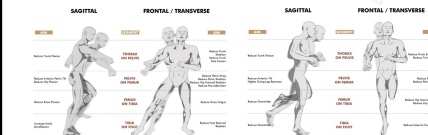


Hip IR increases after HVLT hip & w/ posterior tilting  
> Biological workspace ++



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## Weak links



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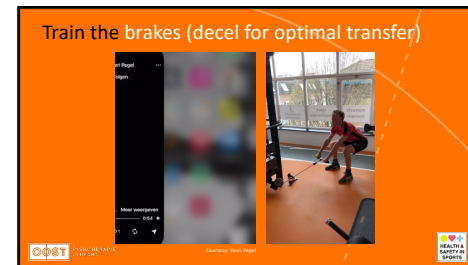
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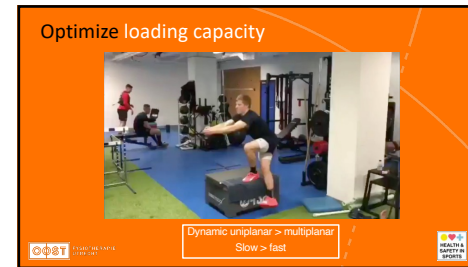


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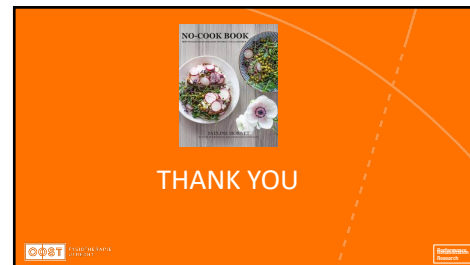




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