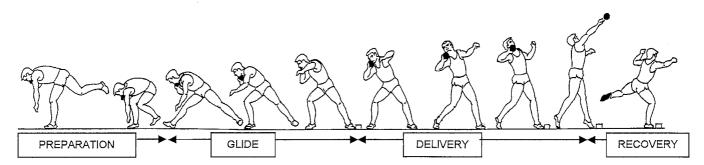
SHOT PUT - GLIDE TECHNIQUE



The Shot Put can be broken down to four different phases. Preparation/Glide/Delivery & Recovery.

- Preparation The thrower sets up correctly to commence the glide.
- Glide The thrower and Shot Put are accelerated across the circle and prepared for delivery.
- **Delivery** Additional velocity is applied to the Shot by a sequenced vigorous action of the body before release.
- Recovery The thrower reverses feet position to avoid fouling.

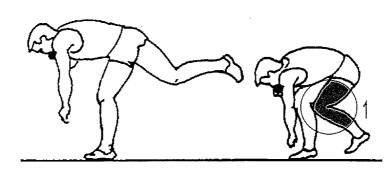
GRIP & PLACEMENT



- The shot should be balanced in the fingers and should come to rest where the fingers meet the palm.
- The fingers should be evenly spread but still close together. The thumb rests gently against the shot.
- The Shot should be placed underneath the side of the jaw (in front of the ear)
- The hand presses the shot into the neck to support it in this position. The hand is behind the shot and not underneath it.

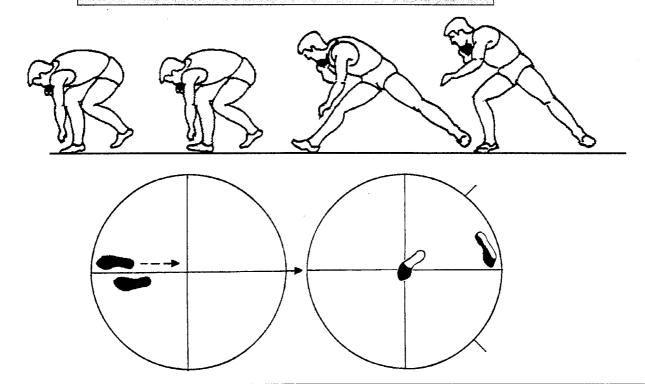


PREPARATION PHASE



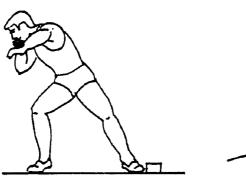
- Thrower starts in an upright position at the back of circle with their back to throwing direction.
- The trunk leans forward parallel to the ground and balance is maintained on one leg (single support)
- The support leg goes from a tall position to a bent position.
- The swinging leg goes from an outstretched position and then tucks back in behind the support leg.(1)

GLIDE PHASE



- Body- weight shifts from ball of right foot to heel and the body unseats backwards
- The free (left) leg is driven low towards the stopboard.
- Support (right) leg extends over its heel maintaining contact with the circle during most of the glide.
- Shoulders remain facing the rear of the circle during this action.
- The Right foot is pulled into the centre of the circle and lands on the ball of the foot.
- The right and left feet land quickly, one after the other.
- Left foot lands on the inside of the foot (see above diagram)

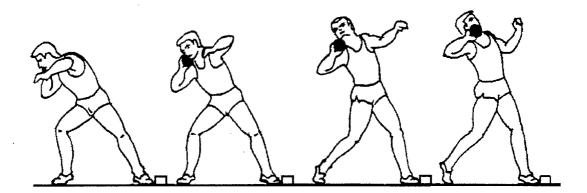
POWER POSITION





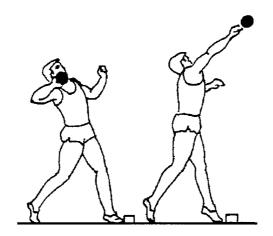
- Body weight is held over right foot
- Heel of the right foot and the Toe of the left foot are aligned.
- Shoulder line is behind the Hip line This creates tension (torque) in the trunk
- Head and Left arm are still facing towards the back of the circle.
- Throwing arm / Right elbow is held out at 90° from trunk.

DELIVERY PHASE 2



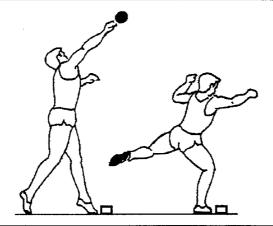
- When the right leg touches the middle of the circle, it immediately turns on the ball of the foot, pushing the knee towards the front of the circle This action brings the hip to the front as well.
- Body weight is transferred from the right side to the left leg.
- The Left leg is driven hard downwards into the circle this causes the body to extend upwards.
- The Hip action causes the trunk to Un-twist at speed
- When the chest faces the front, The left arm and left side of trunk are braced as hard as possible.
- The right elbow is raised and pushed forwards towards the sector.

RELEASE PHASE



- The arm strike is initiated after full extension of the legs and trunk.
- The left arm is braced and held close to the trunk
- The arm /hand is pushed out with the thumb pointing downwards.
- Feet contact should be maintained as long as possible (explosive leg action may cause legs to come off ground at release)

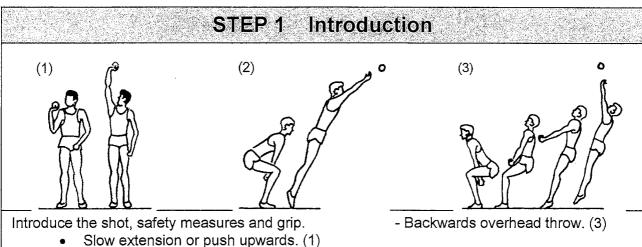
RECOVERY PHASE



- The aggressive right leg/hip action will cause the right leg to come towards the front of the circle
- The legs both swap positions to prevent fouling.
- The Upper body turns 180° from the 'Power position' and will face out to the left side of the circle.
- The right leg lands bent at knees and the Upper body is lowered.
- To hold balance, Land on the heel of the foot and the eyes look downwards.

COMMON TECHNICAL ERRORS

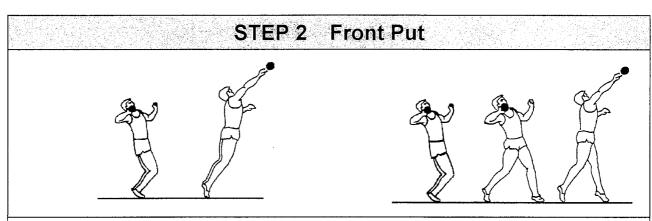
- Movement is too fast at back of circle and no acceleration is created
- Landing in the middle of circle, Right foot is <u>not</u> in strong position under upper body.
- Landing in the middle of circle, the Upper body has raised too much in the middle of the circle.
- Landing in middle of circle, the left/right feet alignment is wrong preventing the hips from turning to the front.
- Release phase started by upper body instead of drive of lower body
- Release of Shot Put at too low an angle (too flat a flight) This can occur when the left leg does not push hard into the circle



• Slow extension or push upwards

• Forward toss. (2)

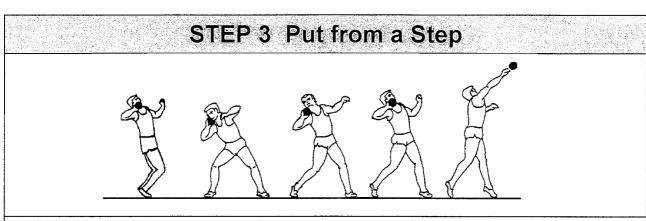
OBJECTIVE: To get used to the implement and the basic putting movements.



Stand with feet shoulder-width apart. Wind up with bent knees, unwind and throw.

As for previous drill, but step forwards on to the balls of feet.

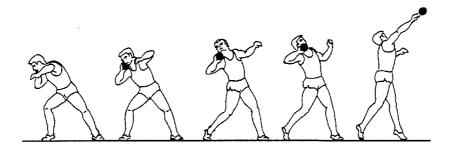
OBJECTIVE: To use legs for acceleration and learn the correct arm strike.



- Begin as for STEP 2.
- Step forward, turn hip and shoulder against direction of throw.
- Continue with an immediate, twisting extension of the legs and hips.

OBJECTIVE: To develop the activity of right leg and blocking of left side (leg and trunk).

STEP 4 Put from power position



- Start with shoulders turned opposite the direction of the throw.
- Feet remain in position after throw; maintain ground contact (no recovery).

OBJECTIVE: To develop the activity of right leg; turn of the legs, hips, trunk and blocking.

STEP 5 Glide

(1)



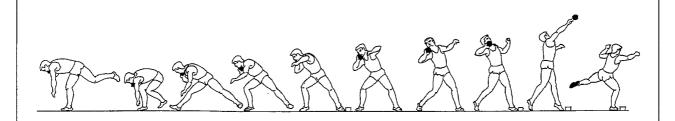




- (1) Glide with a partner holding the free arm.
- (2) Continue glide along a line, stop in Power Position (without / with release).

OBJECTIVE: To develop the glide action of the legs and link the glide with the delivery.

STEP 6 Whole Sequence



- Perform without and with the shot, controlling and correcting the power position.
- Perform on different surfaces, with eyes closed, different implements (e.g. medicine balls) and different shot weights.

OBJECTIVES: To link the phases into a complete movement.