## 8 Steps to a High Jump

1. Noun
2. Adjective
3. Proper Noun - Plural
4. Verb - Base Form
5. Part Of Body
6. Part Of Body
7. Verb - Base Form
8. First Part Of Body
9. First Part Of Body
10. First Part Of Body
11. First Part Of Body
12. Adjective
13. First Part Of Body
14. Adjective Ending In Er
15. Part Of Body
16. Noun
17. Number
18. Number
19. Noun - Plural
20. Noun
21. Adjective Ending In Ed
22. Noun
23. Verb - Base Form
24. Noun
25. Noun - Plural
26. Noun - Plural
27. Noun
28. Adjective Ending In Est
29. Noun - Plural
30. Adverb
31. Noun
32. Adverb
33. Adverb
34. Noun
35. Noun
36. Adjective
37. Noun
38. Noun - Plural
39. Noun
40. Adjective
41. Noun
42. Verb - Base Form
43. Noun
44. Noun
45. Noun
46. Noun - Plural
47. Verb Ending In Ing
48. Noun
49. Verb Ending In Ed
50. Noun
51. Noun
52. Verb - Base Form
53. Adjective
54. Noun
55. Adjective
56. Noun
57. Part Of Body
58. Noun
59. Noun
60. Noun - Plural
61. Noun
62. Part Of Body
63. Noun
64. Verb - Present Ends In Ing
65. Adjective
66. Part Of Body
67. Noun
68. Adjective
69. Noun
70. Verb - Present Ends In Ing
71. Verb - Present Ends In Ing
72. Noun
73. Verb - Base Form
74. Verb - Present Ends In Ing
75. Verb - Present Ends In Ing
76. Verb - Present Ends In Ing
77. Noun
78. Plural Part Of Body
79. Verb - Present Ends In Ing
80. Noun
81. Noun
82. Adjective
83. Noun - Plural
84. Verb - Present Ends In Ing

## 8 Steps to a High Jump

1Gather a tape measure and some medical tape and find a high jump " $\qquad$ ". A $\qquad$ cord is preferable for novice $\qquad$ since a high jump bar can hurt to $\qquad$ on.

2Find out what $\qquad$ you are. There are two methods to do this: Lay on your $\qquad$ and then stand up or have someone $\qquad$ you from behind. Pay attention to which _ firstraatof body_you put forward to stand or which one you catch yourself with. Start from the right side if your right $\qquad$ went forward. If your left $\qquad$ went forward, start from the
left side. This is because the $\qquad$ you put tends to be your $\qquad$
$\qquad$
$\qquad$ and therefore $\qquad$ . You want your strongest $\qquad$ to be the one used to drive your knee up since that is where the majority of your $\qquad$ comes from.
3. The approach. The whole approach should be about $\qquad$ to $\qquad$ in length with the last three making up the $\qquad$ The rest should be taken at a $\qquad$ speed with strides being similar to a $\qquad$ . Gradually $\qquad$ towards the high jump plane / and gain some $\qquad$ . The last three $\qquad$ (or six $\qquad$ ) should make up the $\qquad$ in the approach and the last two should be the $\qquad$ . One method to find $\qquad$ is to have the jumper run their steps $\qquad$ from the pit. They
should start where their $\qquad$ is (step 4) and run the corner $\qquad$ and then stride out once going
$\qquad$ . This method accounts for in $\qquad$ length and $\qquad$ . Adjustments should always be made after the $\qquad$ is warmed up since that changes their $\qquad$ . Once the steps are correct, measure two $\qquad$
4. The $\qquad$ . Ideally the Repeat Last Noun , or where your $\qquad$ is when you
$\qquad$ , is a third of the way in towards the center of the pit and about an $\qquad$ away
from it. This lets the $\qquad$ be over the $\qquad$ of the bar, which is always the lowest point since bars sag, when in the air and prevents inexperienced $\qquad$ from accidentally $\qquad$
$\qquad$ a $\qquad$ . After the basics are $\qquad$ , jumpers should work on leaning so that they are hitting their plant at about 45 degrees off the ground. (The effects of this can be seen using a
$\qquad$ with the rubber side down. If the pencil is dropped at an angle to a $\qquad$ while moving forward, it bounces straight up. If it is vertical when released it doesn't $\qquad$ up, but simply falls over.)
5. The $\qquad$ drive. The main focus of the $\qquad$ should be a quick and powerful
$\qquad$ drive. The $\qquad$ should come across the $\qquad$ , away from the pit. This is what gets the $\qquad$ turned towards the $\qquad$ . Note that the $\qquad$ and
$\qquad$ follow the $\qquad$ . There shouldn't be any twisting sideways.
6.

The arch. The jumper should arch like there is a $\qquad$ underneath them, or like they are
$\qquad$ in midair. Make sure that the jumper's head is $\qquad$ (chin up) otherwise
pressure is put on the $\qquad$ and the body will automatically not arch. Remember that arching stops the jumper from gaining $\qquad$ so it should be delayed until they can get all they can from their
$\qquad$ drive. The head is the $\qquad$ so if there are problems with $\qquad$
$\qquad$ too early, usually the head is already $\qquad$ towards the $\qquad$ , causing them to $\qquad$ . Coming out of the arch too early is caused by lifting the head up while their torso is still $\qquad$ .
7. The $\qquad$ . $\qquad$ your $\qquad$ causes your to snap up, and doesn't usually need to be taught since it is a natural reflex when
$\qquad$ . The problem is often in trying to delay the $\qquad$ to allow rotation around the $\qquad$ . The jumper should aim to land as $\qquad$ on their $\qquad$ as possible,
which show that they are holding their arch and rotating correctly. This does cause them to do a backwards somersault because of the momentum so make sure they know to not have their knees together when they land or they might knee themselves in the face.
8. Keep trying until you get it right! Remember to only focus on one aspect at a time to avoid $\qquad$
$\qquad$ .'
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