

# INDIANA STRENGTH BASEBALL

CHRIS VIRTUE
STRENGTH COACH



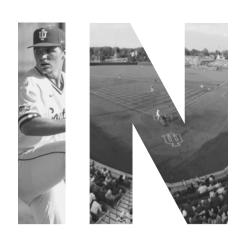
VIRTUE IS IN HIS 17TH YEAR WITHIN THE INDIANA STRENGTH AND CONDITIONING DEPARTMENT AND IS CURRENTLY THE ASSISTANT DIRECTOR OF ATHLETIC PERFORMANCE FOR THE INDIANA UNIVERSITY DEPARTMENT OF INTERCOLLEGIATE ATHLETICS. HE IS RESPONSIBLE FOR THE DEVELOPMENT AND IMPLEMENTATION OF SPORT SPECIFIC STRENGTH, CONDITIONING, FLEXIBILITY, SPEED AND AGILITY PROGRAMS FOR INDIANA BASEBALL

IN ADDITION TO THE RESPONSIBILITY OF HIS PRIMARY PROGRAMS HE HAS SERVED TWO STINTS AS THE INTERIM HEAD ATHLETIC PERFORMANCE COACH FOR THE INDIANA MEN'S BASKETBALL PROGRAM, SERVED FIVE YEARS AS AN ASSISTANT ATHLETIC PERFORMANCE COACH FOR THE INDIANA MEN'S BASKETBALL PROGRAM, SERVED 3 YEARS AS AN ASSISTANT ATHLETIC PERFORMANCE COACH FOR THE INDIANA FOOTBALL PROGRAM. VIRTUE ALSO CREATED THE INDIANA ATHLETICS APPLIED SPORTS SCIENCE, PERFORMANCE AND TECHNOLOGY PROGRAM. IN 17 YEARS AT INDIANA UNIVERSITY VIRTUE HAS SERVED AS THE HEAD ATHLETIC PERFORMANCE COACH FOR NINE DIFFERENT ATHLETIC PROGRAMS.



# FLOW-STATE TRAINING INDIANA STRENGTH

VELOCITY-BASED
AUTO-REGULATION
FLOW STATE





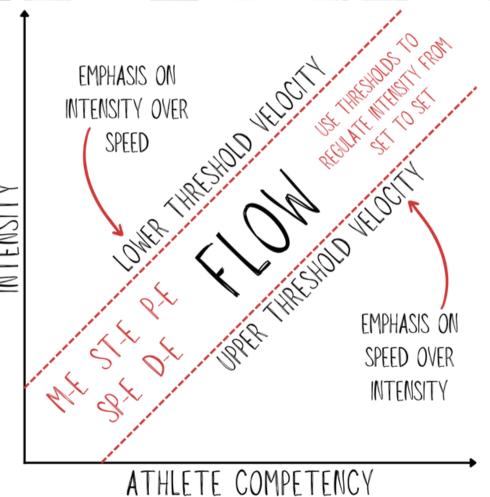






"OPTIMAL STATE OF CONSCIOUSNESS WHERE WE FEEL OUR BEST AND PERFORM OUR BEST"

- FIRAS ZAHABI





## VELOCITY BASED TRAINING (VBT)

MEASURING & MANIPULATING THE EFFORT WITHIN THE METRIC OF SPEED, OR VELOCITY TO BETTER INFORM TRAINING & PROGRESSION DECISIONS.





### **AUTO-REGULATION**

#### **SUBJECTIVE REGULATORS**

- RATING OF PERCEIVED EXERTION (RPE)
- REPS IN RESERVE (RIR)
- EXPERIENCE & FEEL

#### **OBJECTIVE REGULATORS**

- VELOCITY
- PERCENTAGES
- TO FAILURE SETS (AMRAP)



## **CONCURRENT SYSTEM**

COMPRISING A COLLECTION OF INDEPENDENT COMPONENTS WHICH MAY PERFORM OPERATIONS CONCURRENTLY—THAT IS, AT THE SAME INSTANT OF TIME.

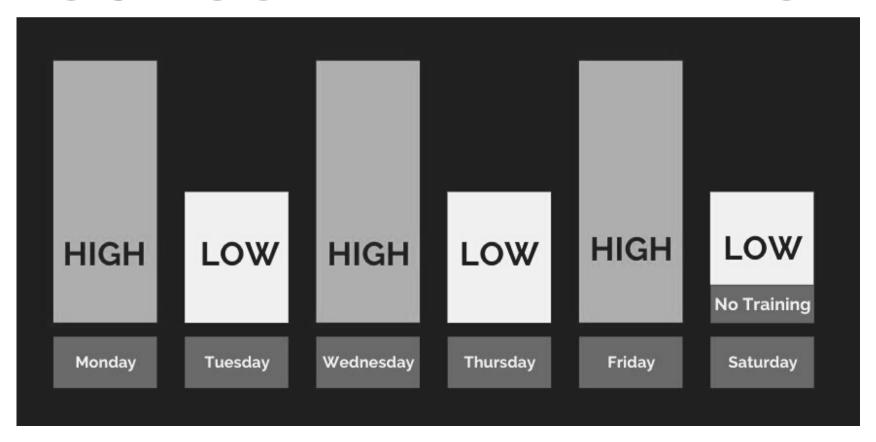


## CONCURRENT SYSTEM IN THE WEIGHT ROOM

MAXIMAL EFFORT
DYNAMIC EFFORT
REPETITION
ACCOMMODATING RESISTANCE
LAW OF ACCOMMODATION



## **CONCURRENT BALANCE**

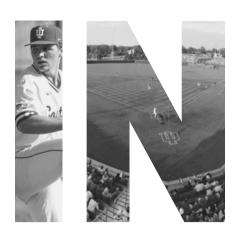




### ATHLETIC PROFILING

## FORCEDECKS

**DUAL FORCE PLATE SYSTEM** 

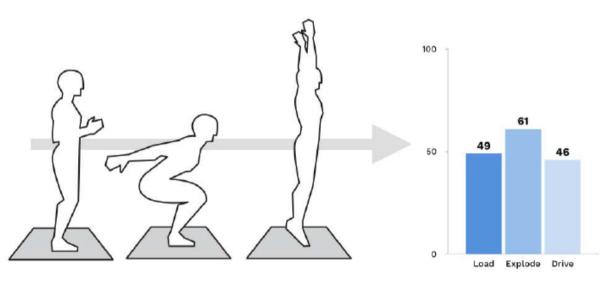












#### LOAD

**LOAD** is the first movement measured and represents an individual's ability to generate force.

#### EXPLODE

**EXPLODE** is the transitional stage and measures an individual's ability to transfer force.

#### DRIVE

**DRIVE** is a product of force and time. It represents an individual's ability to finish movements smoothly.







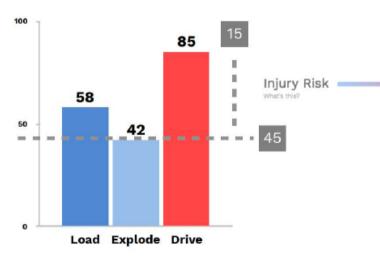






#### Relative Assessment

A score below 45 is an indicator of a lack of strength relative to their peers, and also indicates a risk for injury.



#### Imbalance & Injury Risk

When variables are more than 15 points away from each other, the athlete is mechanically imbalanced and at an increased risk of injury.

#### **Examining Movement Signatures**

#### Risk Analysis

A Movement Signature™ is considered 'High' when there is a variable 15 greater than others. A Movement Signature™ is considered "Low" is a variable is below 45 or 15 less than others. A more balanced scan signifies and lower risk of injury and a more efficient mover.

#### High Variables







INSIGHT: Relies on

INSIGHT: Inability to absorb force effectively by flexing RISK LOCATION: Foot (Lisfranc), Knee (ACL/ Meniscus)

INSIGHT: Moves through short range of motion due to lack of mobility/strength RISK LOCATION: Labrum Tears

eccentric strength/timing RISK LOCATION: Ligamentous (UCL, Spinal)

#### Low Variables



INSIGHT: Inability to develop tension due to lack of strength or ankle range of motion RISK LOCATION: Patella-



INSIGHT: Poor postural stability RISK LOCATION: Lumbopelvic hip pain (Osteitis Pubis), Low Back

Low Drive

INSIGHT: Inability to finish a RISK LOCATION: Musculotendinous (Hamstring, Groin, Quad strain)



### **IMPLEMENTATION OF DATA**



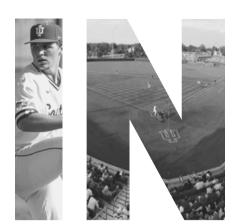




















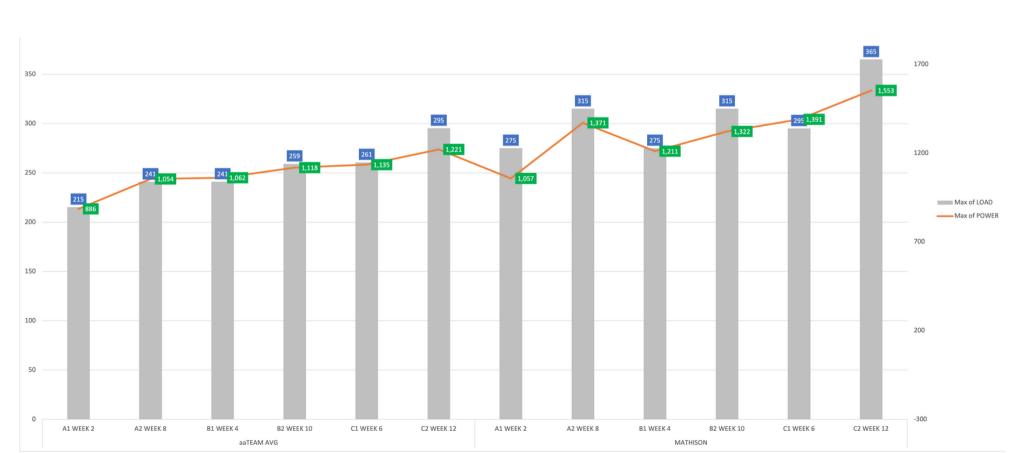
## **OBJECTIVE INDIVIDUALIZATION**

SQUAT / DEADLIFT

NAME	JUMP (IN)	MRSI	LOAD	EXPLODE	DRIVE	BAND	SPEED
BALL	31.3	0.70	11391	1881	268	RED	FREE REIGN
BODE	30.1	0.61	7007	1804	243	ORANGE	HIGH THRESHOLD
BOTHWELL	35.3	0.70	7509	1739	247	ORANGE	HIGH THRESHOLD
BRENCZEWSKI	32.0	0.61	4566	1550	205	ORANGE	LOW THRESHOLD
BURTON	25.5	0.51	7391	1811	235	RED	HIGH THRESHOLD
CERNY	35.6	0.68	8402	1734	237	GREEN	LOW THRESHOLD
COLOPY	31.6	0.60	7870	2066	286	GREY	HIGH THRESHOLD
DECKERPETTY	32.1	0.63	5354	1790	296	NONE	LOW THRESHOLD
DEGOTI	34.1	0.77	11278	1682	244	RED	LOW THRESHOLD
ELLIS	28.4	0.52	6393	1951	229	GREY	HIGH THRESHOLD
EY	29.8	0.68	13930	1929	280	RED	FREE REIGN
FOLEY	35.8	0.74	10332	2093	324	RED	FREE REIGN
GLASSER	36.9	0.91	8510	1975	240	RED	FREE REIGN
GOFORTH	33.4	0.56	6727	1786	244	ORANGE	HIGH THRESHOLD

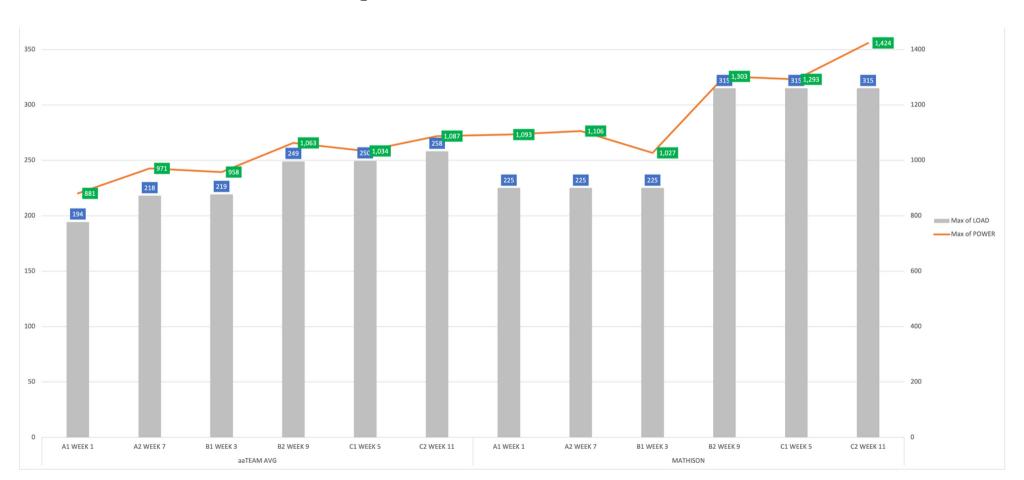


#### **ELITEFORM: DEADLIFT LOAD VS POWER PROGRESSION**





#### **ELITEFORM: SQUAT LOAD VS POWER PROGRESSION**





#### FORCE DECK RELATIVE POWER VS JUMP HEIGHT



