



Sculling Catch

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TEAMWORK | OPEN TO ALL | COMMITMENT



Introduction

1. Principles moving the boat
2. Basic technical requirements
3. Drills, training and racing
4. Day to day coaching process
5. Monitoring improvement
6. Case study Windsor 2018
7. Audience questions

Principles- quick overview

Think direction of forces!

All athletes slow the boat down at the catch!

Best rowers slow the boat down the least

KEEP IT SIMPLE

Rowing is A to B as fast as possible

Produce forces that promote the speed and travel of the hull

Question- When placing the blade what splash do we want to see? (minimal, back splash (bow), V-splash, stern splash)?



Think direction of forces!

**Keeping
it
simple**

- Equal and opposite Forces
- Timing & Connection
- Power at the right time
- The skill is simple but takes a long time to master the timing correctly
- Need to make it a natural event



Think direction of forces!



BAD FORCES

- Body Dumps
- Back Splash
- Footboard pressure not connected
- Vertical



GOOD FORCES

- Connected Foot Board Pressure
- Drive in Horizontal Direction
- Force on stern side of spoon

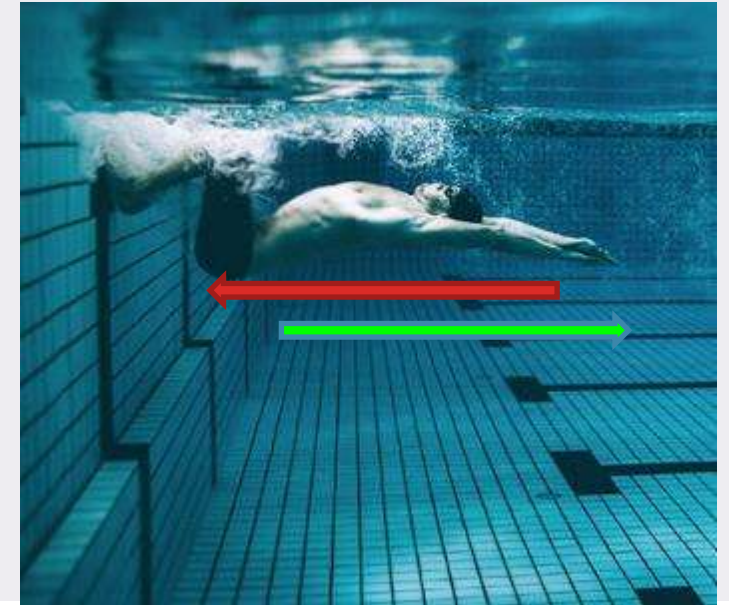
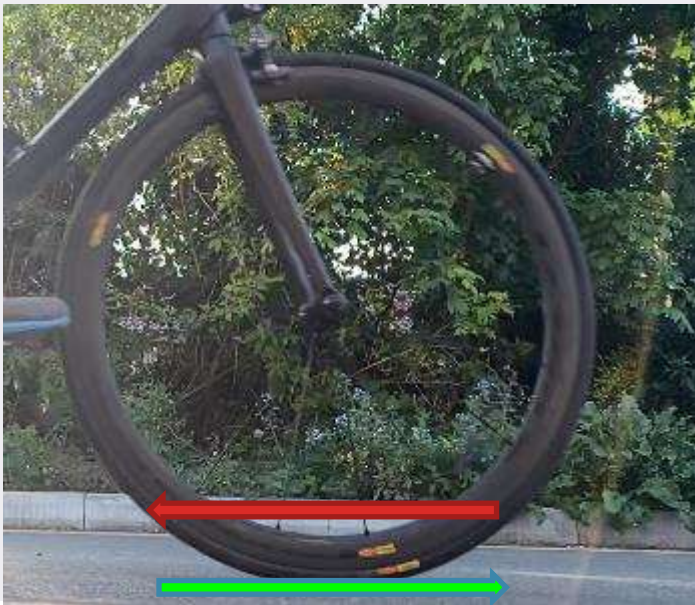


Other actions to think about

Think direction of forces! Make it a natural event

- **Cycling**
- **Running/Walking**
- **Swimming start or turns**

Imagine holding wheel or foot above the ground and trying to go forward
Imagine pushing off the swimming pool wall, but 3 m short of it

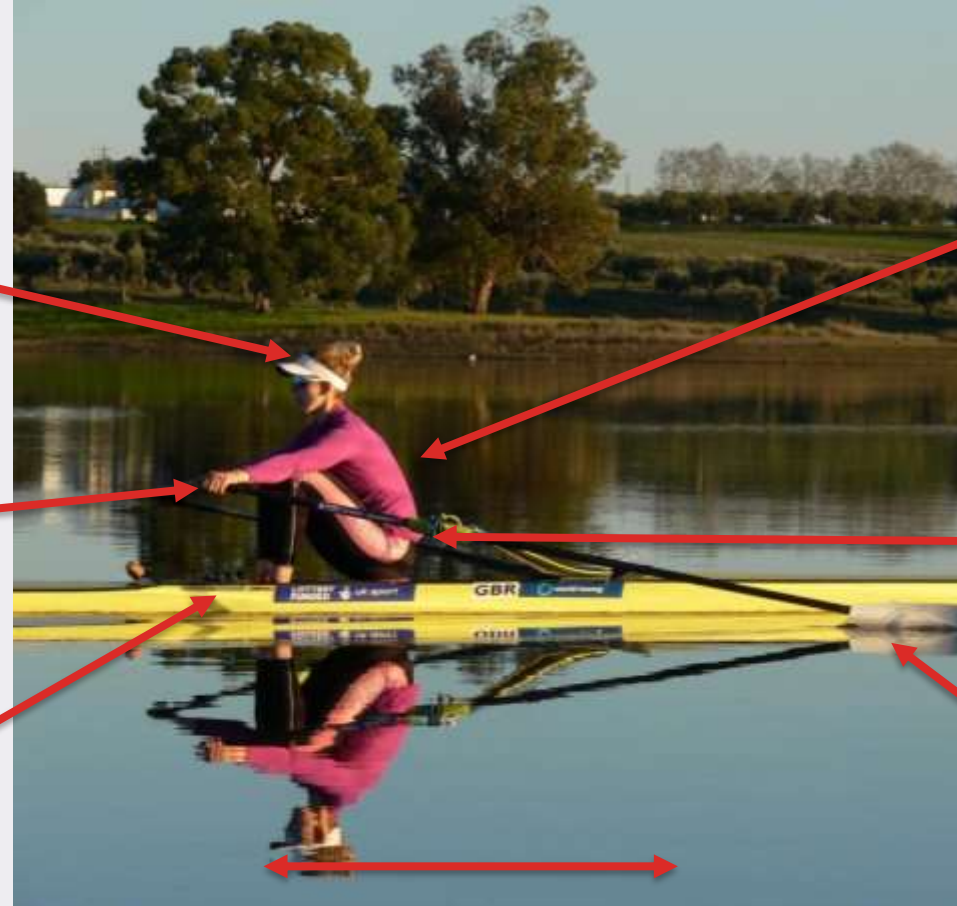


Do the basics well- Process and Outcomes

Clear technical model

Subtle grip to make
“wall of water”

Conditioned
to “load”
connection



Conditioned
to hold
position- core

Hip hinge

OUTCOME
“Quiet” catch

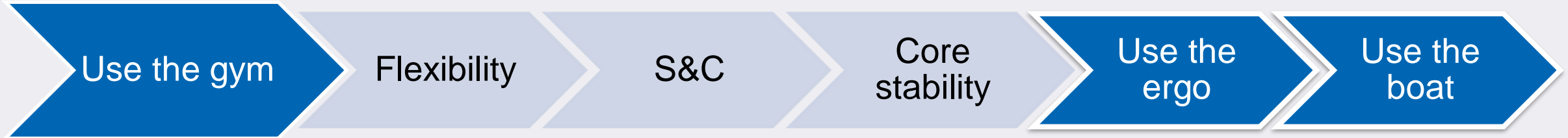
In range

Clear technical model

- Create a reference point for athletes
- Athletes, coach's, S & C staff and support staff should be unified
- Provide relevant examples to athletes



Working toward the front turn





The Catch

How I coach it

- **Blade into the water**
- **Maximise drive time and force production under the water**
- **Kinetic Chain**
- **Move the boat, not the athlete**
- **Minimize boat slowing down**
- **Make it quiet**
- **Time the system**

Pretty standard stuff!

The system is linked

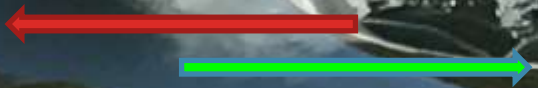
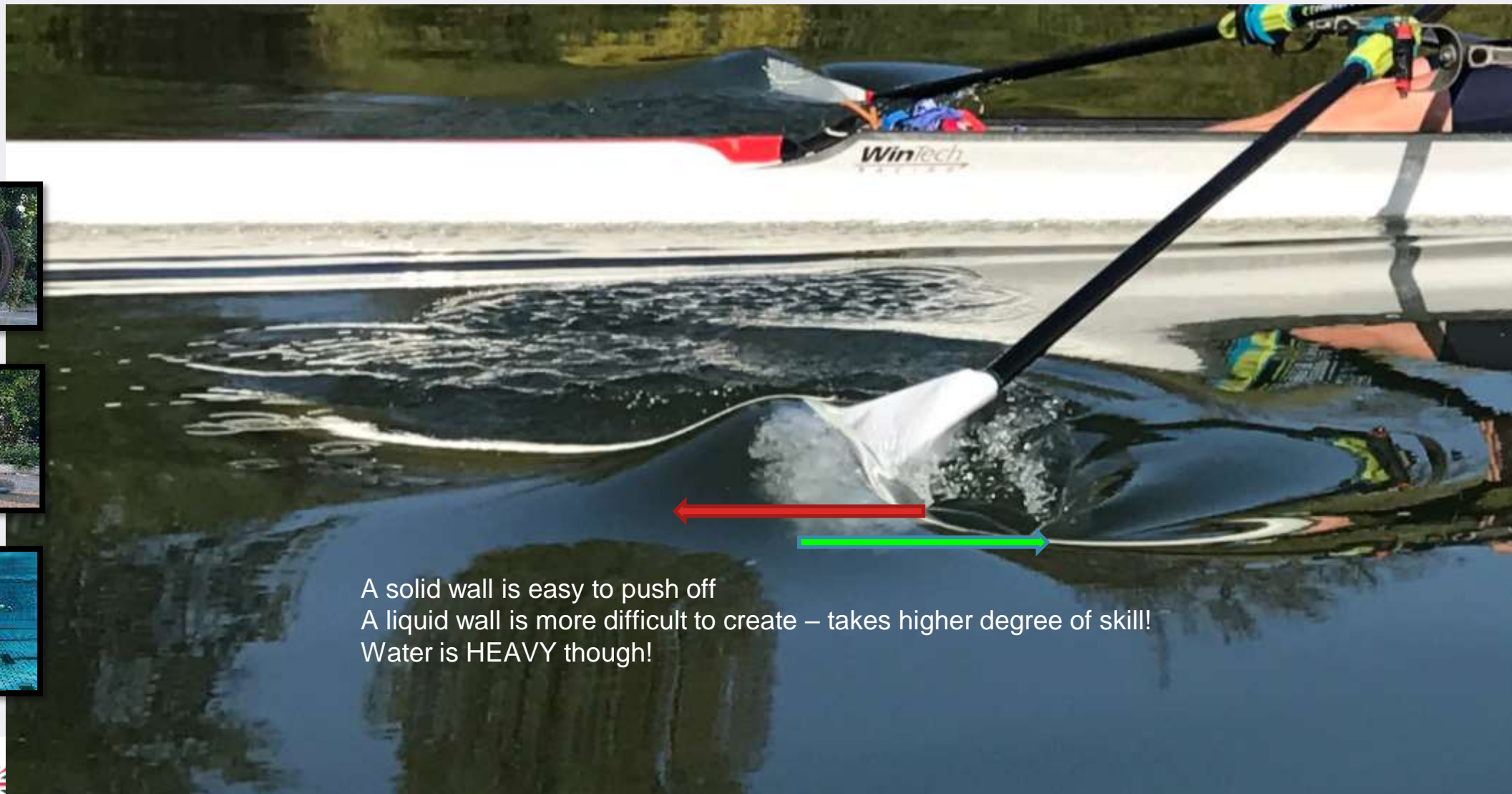
Time them together

- HULL
- HANDLE
- SPOON
- ATHLETE
- WHEELS
- FOOTBOARD
- WATER



Get Connected

MAKE a wall and push off IT - Can you make WALL OF WATER?

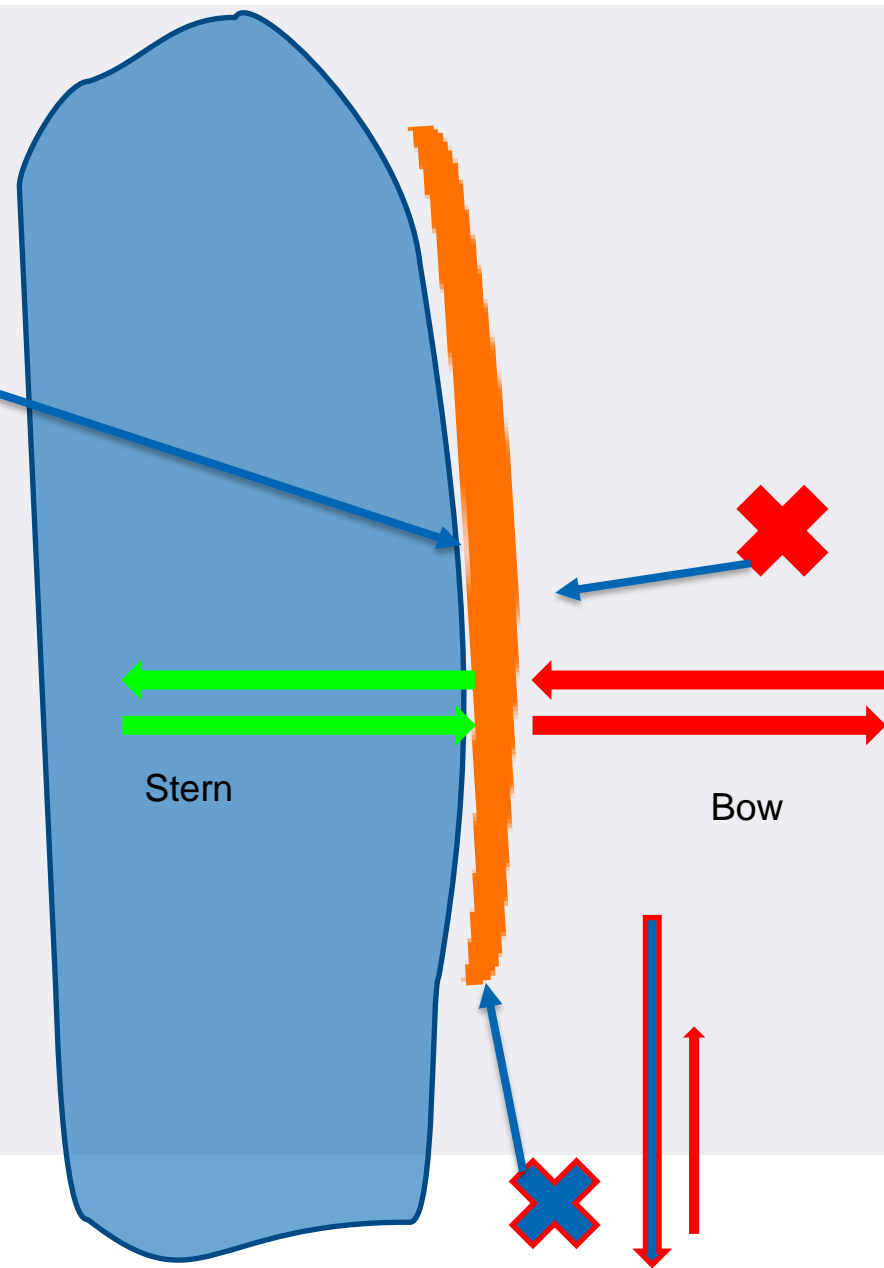


A solid wall is easy to push off
A liquid wall is more difficult to create – takes higher degree of skill!
Water is HEAVY though!



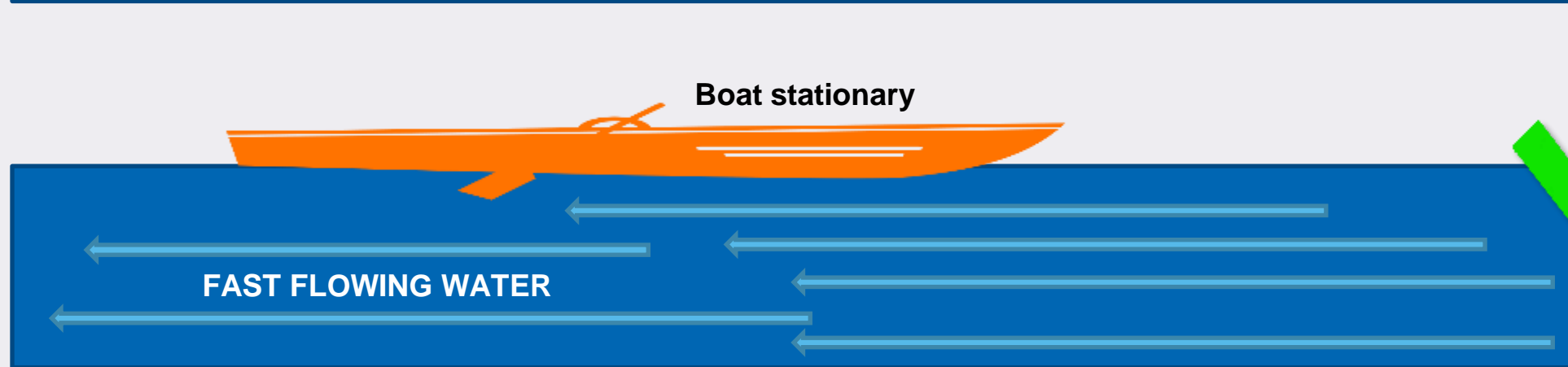
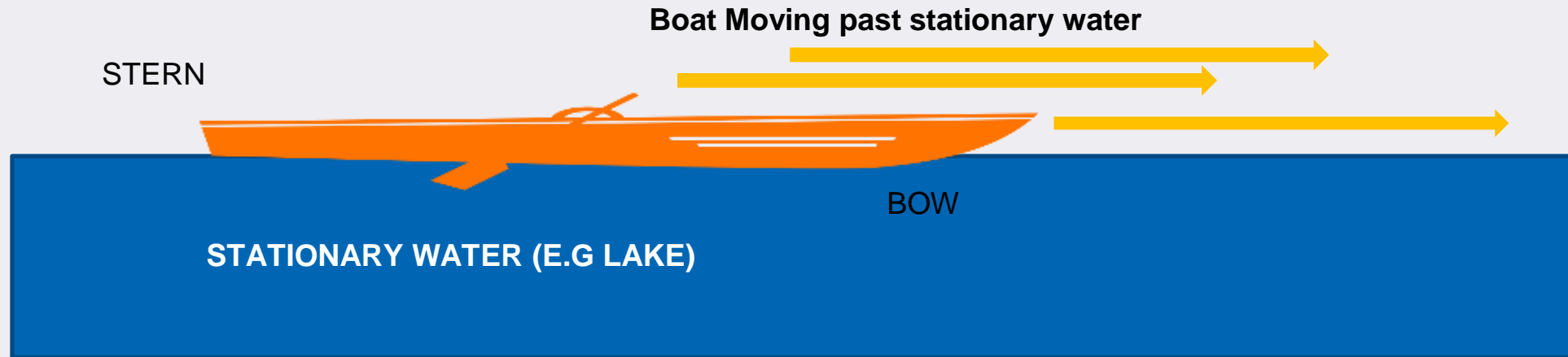
Side of the spoon to get pressure

Like bottom of foot against wall in swimming turn



How I coach it

Boat past the water or water past the boat?



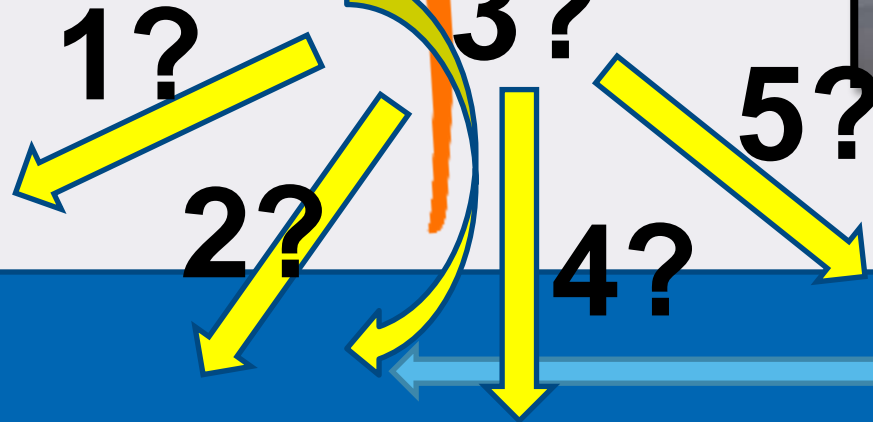
How is the blade going into the water?



Pressure needed here

STERN

BOW



FAST FLOWING WATER

Blade profile

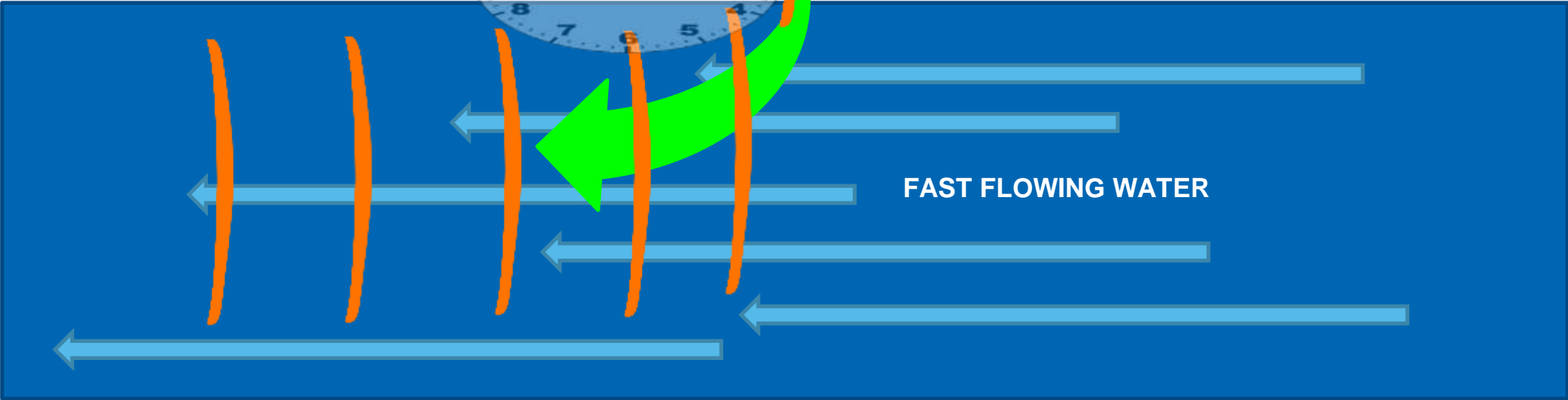
BLADE HOOKS DOWN
HANDLE HOOKS UP



CLOCKFACE ROWING

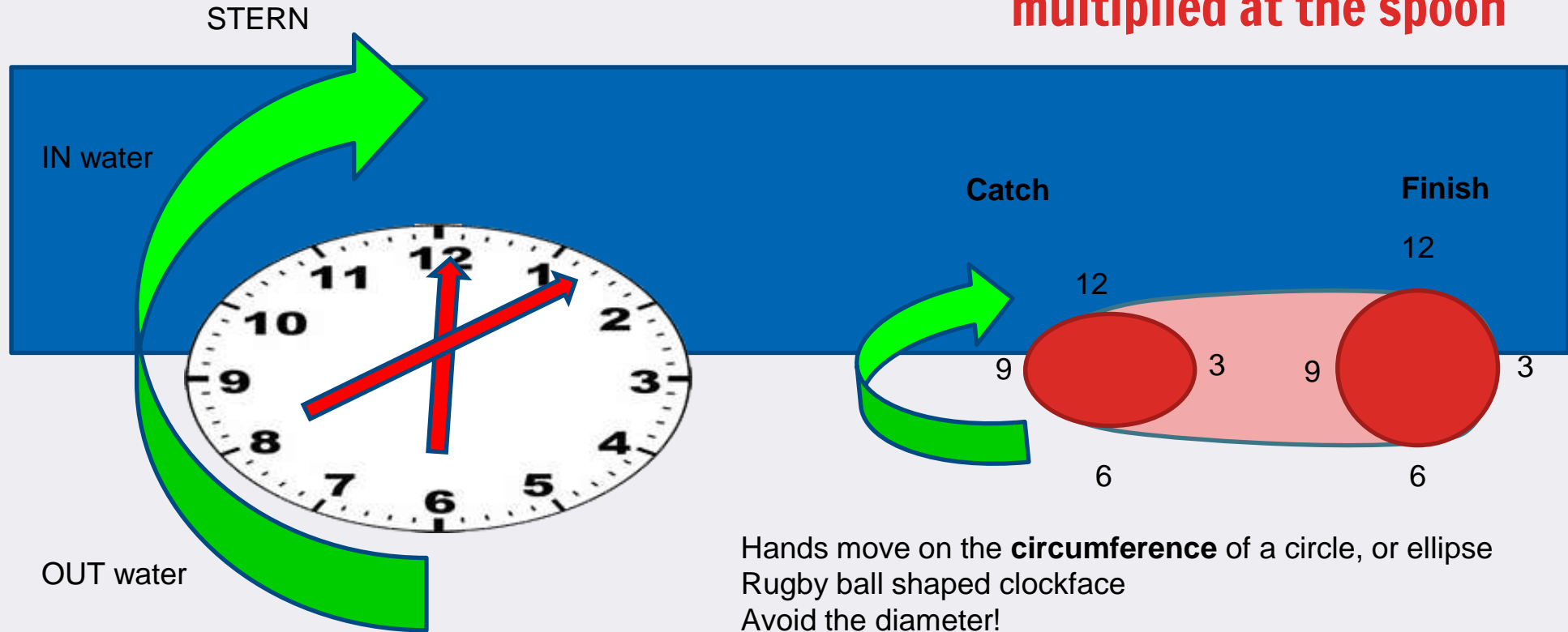
STERN

BOW



What are the hands doing?

Remember the amount the hands move is multiplied at the spoon

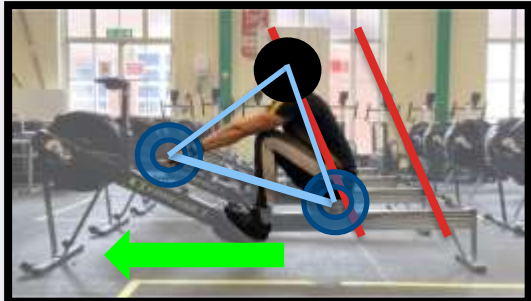
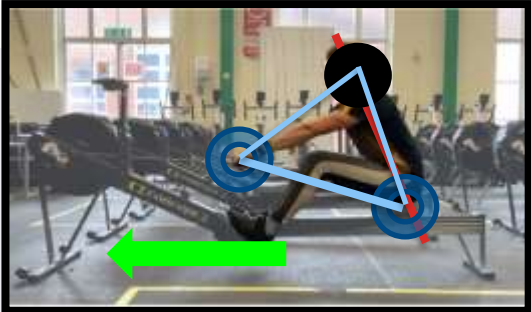


Hands move on the **circumference** of a circle, or ellipse
Rugby ball shaped clockface
Avoid the diameter!

Remember – this is about COACHING!

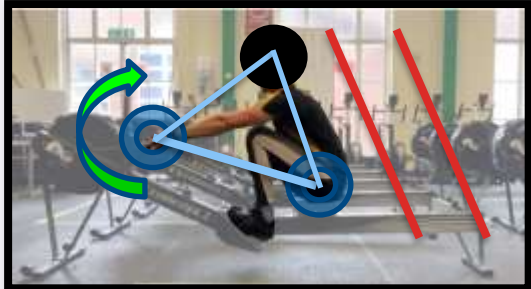
Wrist watch at the catch
Wall clock at the finish

Make it easy to get connected

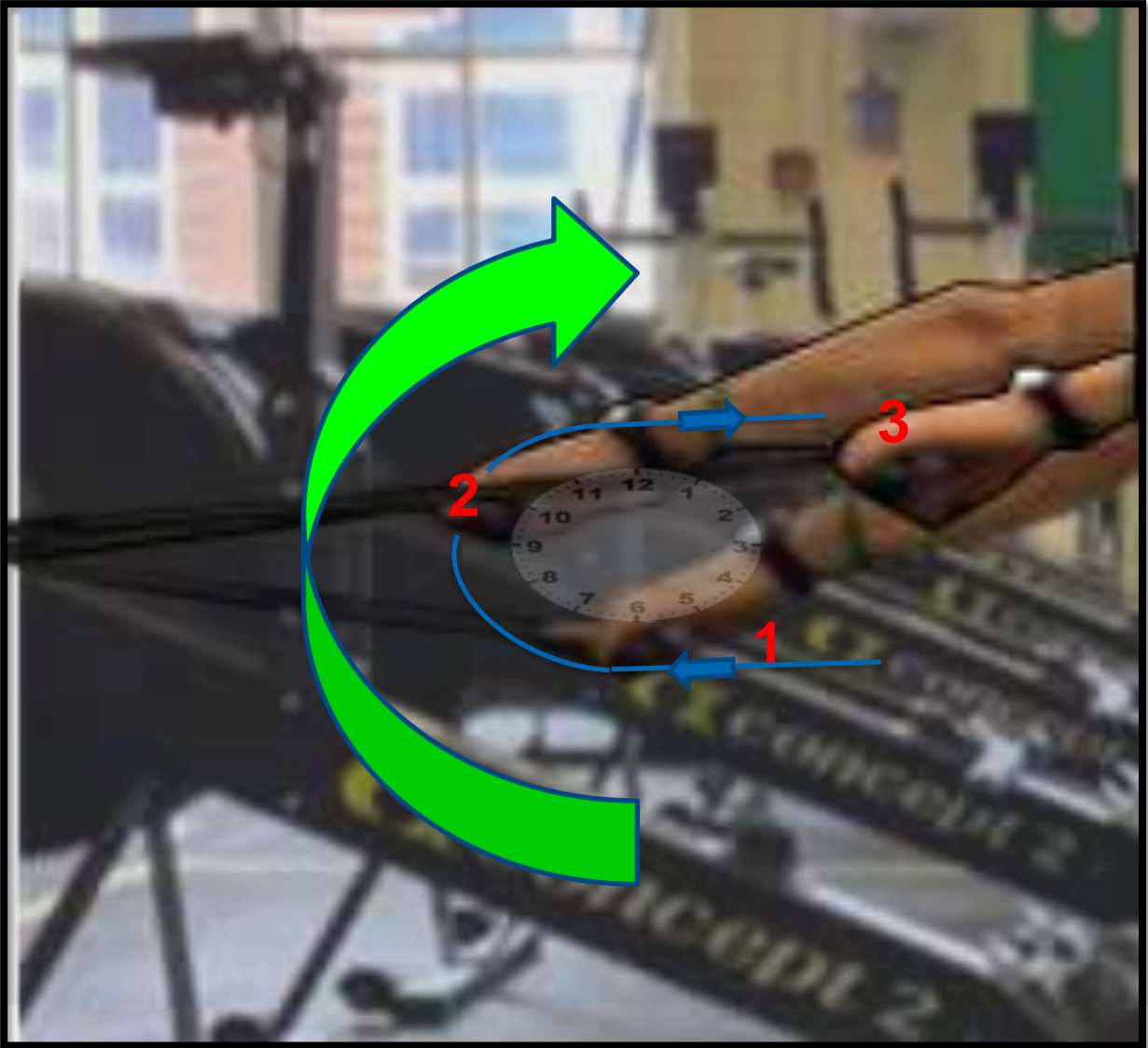
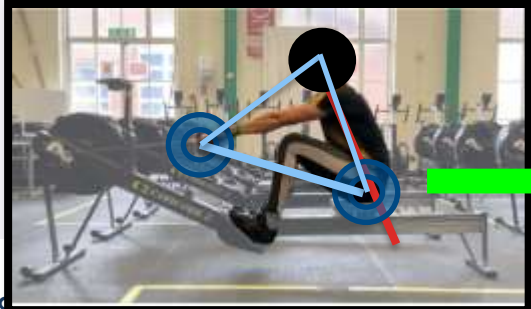


TRIANGLE

- Head
- Seat
- Hands

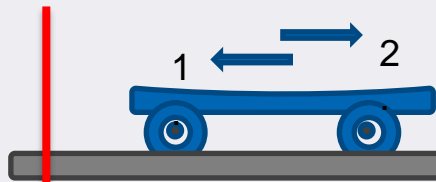


Linked &
CONSISTENT!

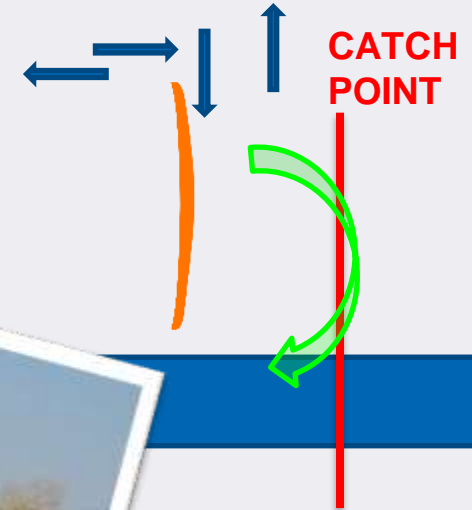


Timing the entry - linked system!

CATCH POINT (most effective length or target range)



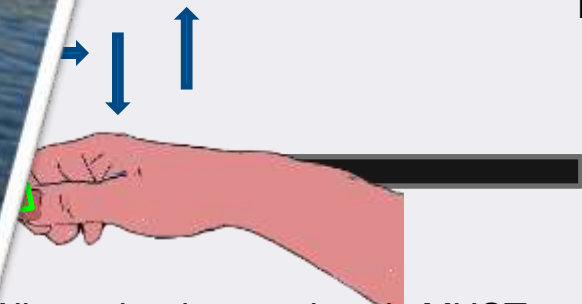
No matter how quickly, seat v
STOP,
and then change direction



STERN



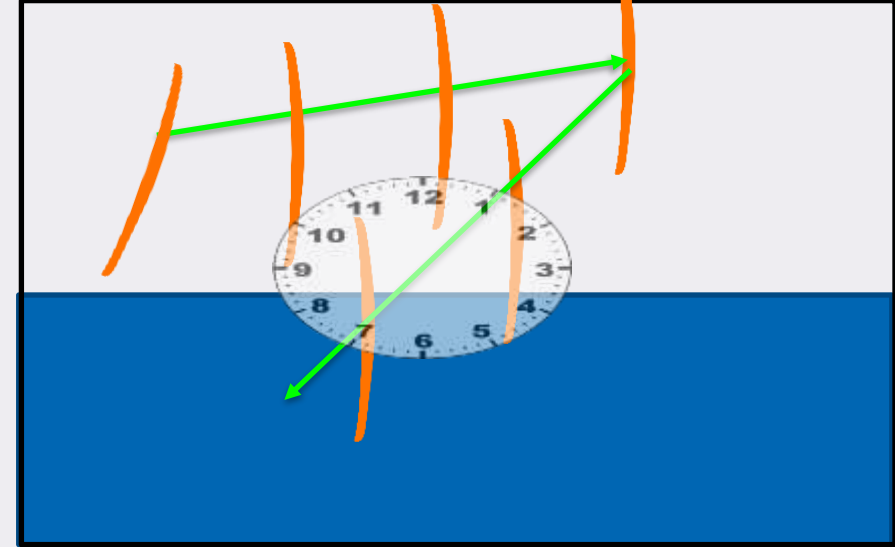
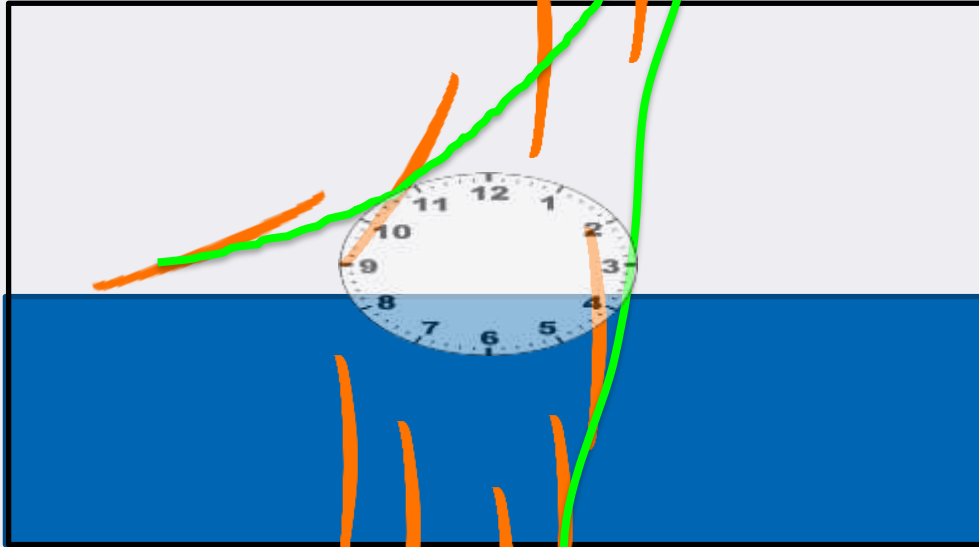
BOW



When wheels stop, hands **MUST**
keep moving!



Coaching it - The Boat



Faults & Reasons

Sky & Chop

- Blade on water?
- Blade not square in time?
- Body Dump
- Pressure on Spoon?

Body Dump at Catch

- Poor Hip Hinge
- Not extended enough through $\frac{1}{4}$ slide

Lifting shoulders to connect

- Dump in Lift out
- Poor connection
- Poor handle control
- Poor timing

Poor Blade preparation

- Set up on the boat
- Hands control
- Hands on Clockface?

Poor understanding

- Coaching
- Practise
- Lazy?
- Hands stop with wheels?
- Drive too early

DRILLS

Drills to encourage the development of skill

Loads of drills and adaptations – creative but transferability . Be consistent!

Understand what you are trying to achieve – where are the forces

- *Hand Hooks*
- *Glute Nudges*
- *Pre-set up roll up*
- *Pre-set roll up with push & suspend*
- *Pre-set roll up with 1/2/3/4/5 strokes*

In a quad, do this in 1/2/3/4s

Use 2x/1x



PROGRESSION!
Repeat, Repeat,
Repeat...

**NOT A MAGIC
WAND**

**Not a 'one hit
wonder'**

Coaching it- The programme

Feedback to athletes

Use different boat types

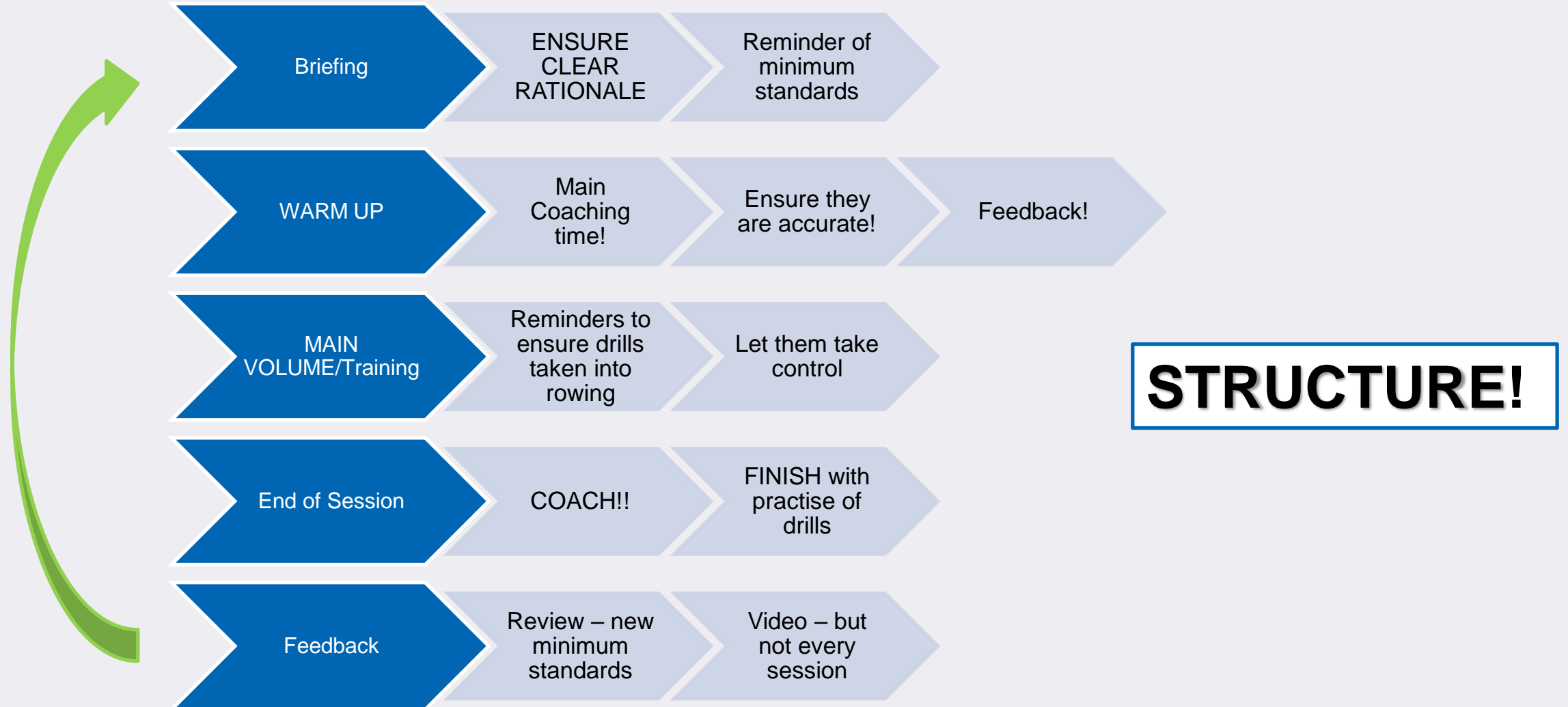
Overall training aims include tech objective

High	MON 1	TUE 2	WED 3	THUR 4	FRI 5	SAT 6	SUN 7	Notes
7:30-9:30	TRAVEL	Rig and 8km paddle UT2 (check equipment) (2x)	8km paddle tech with starts (2x)	12km tech - tough couple of days- leave crew to do drills in pairs- keep an eye on delivery of message (4x)	12km paddle UT2 with 5x12 str str r26-34 (4x) (video for front turn feedback)	12km with 8km tech (4x) (adjust based on video work at pace- heavily coached)	12km paddle tech (4x)	First two days establish matrix rank. After use 4x and 2x. Tech focus on front turn, accuracy of connection. Timing last turn of the wheels with well connected blade against the footplate. Work should focus on implementing that model through increased work load and rates. Final day of camp 2k piece free rate to establish baseline 4x pace. Keep an eye on form under pressure.
09:30		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
11:00-13:00		2x matrix (3x1500 free)	2x matrix (2x1500 free)	12km UT2 with starts (4x)	12km with 2x 4x2'on 2' off rate 24 (4x) bungee and no bungee	S&C Prog 1- key movements and core	12km with 3x2km r26/28, 28, 28/30 (4x)	
13:00-16:30		Lunch & Study	Lunch & Study	Lunch & Study	Lunch & Study	Lunch & Study	Lunch & Study	
16:30-18:00	4km paddle (2x)	8km recovery paddle (2x)	10km tech- underpin key drills (4x)	OFF	10km paddle UT2 with 5x12 str str r26-34 (4x)	8km tech (4x) (less coached- more athlete delivery)	OFF	
TRAINING CAMP								

Opportunities for athlete delivery

Incremental and consistent practice at varying paces

Coaching it- The session



Coaching it - The boats

Using different boat types



1x

Individual adjustments

Make mistakes

Slow boat- timing

2x/4x

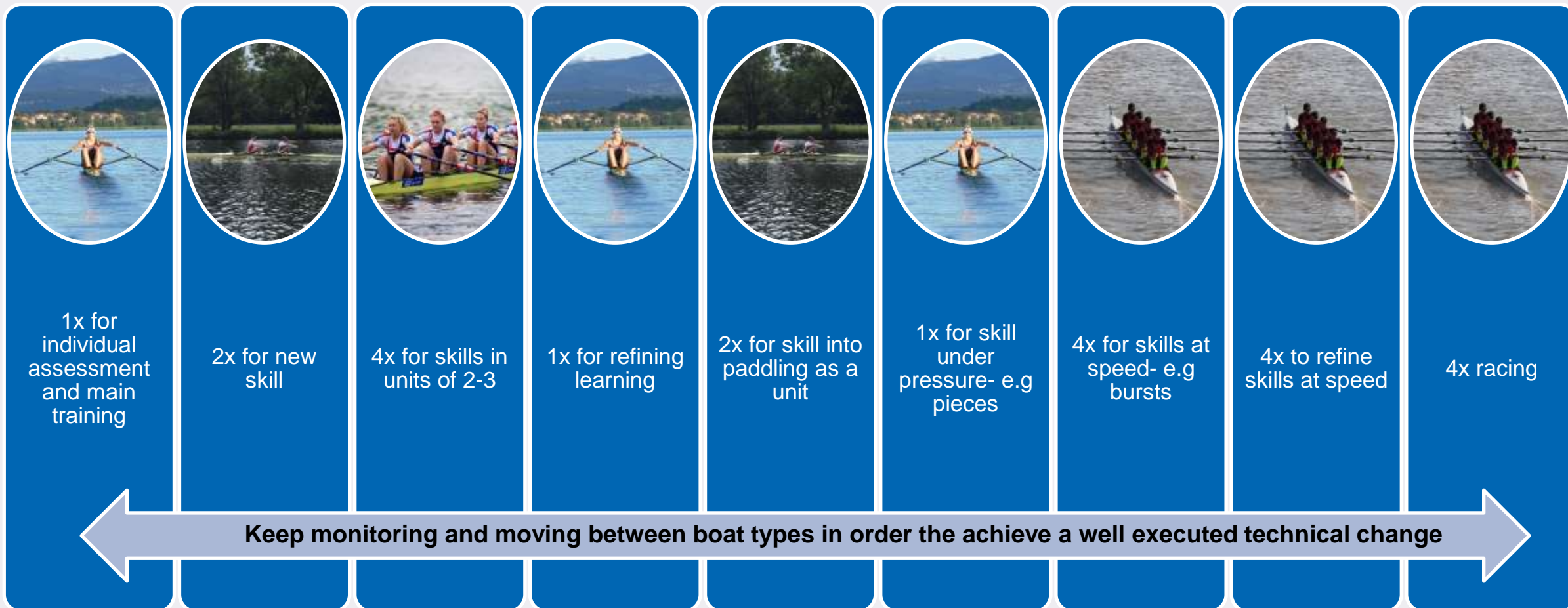
Stable environment

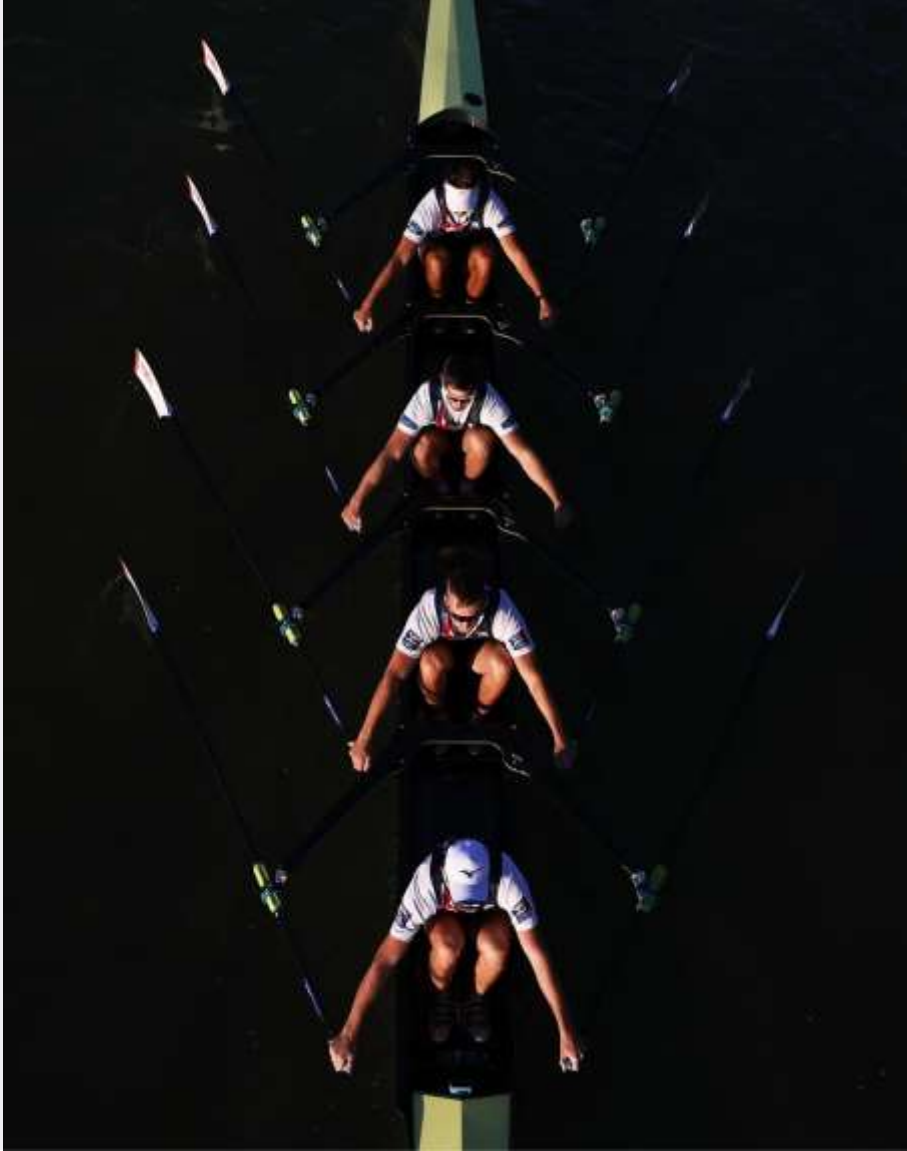
Tech work in units

Increased boat speed as a crew

Coaching it - The boats

Using different boat types- example tech programming





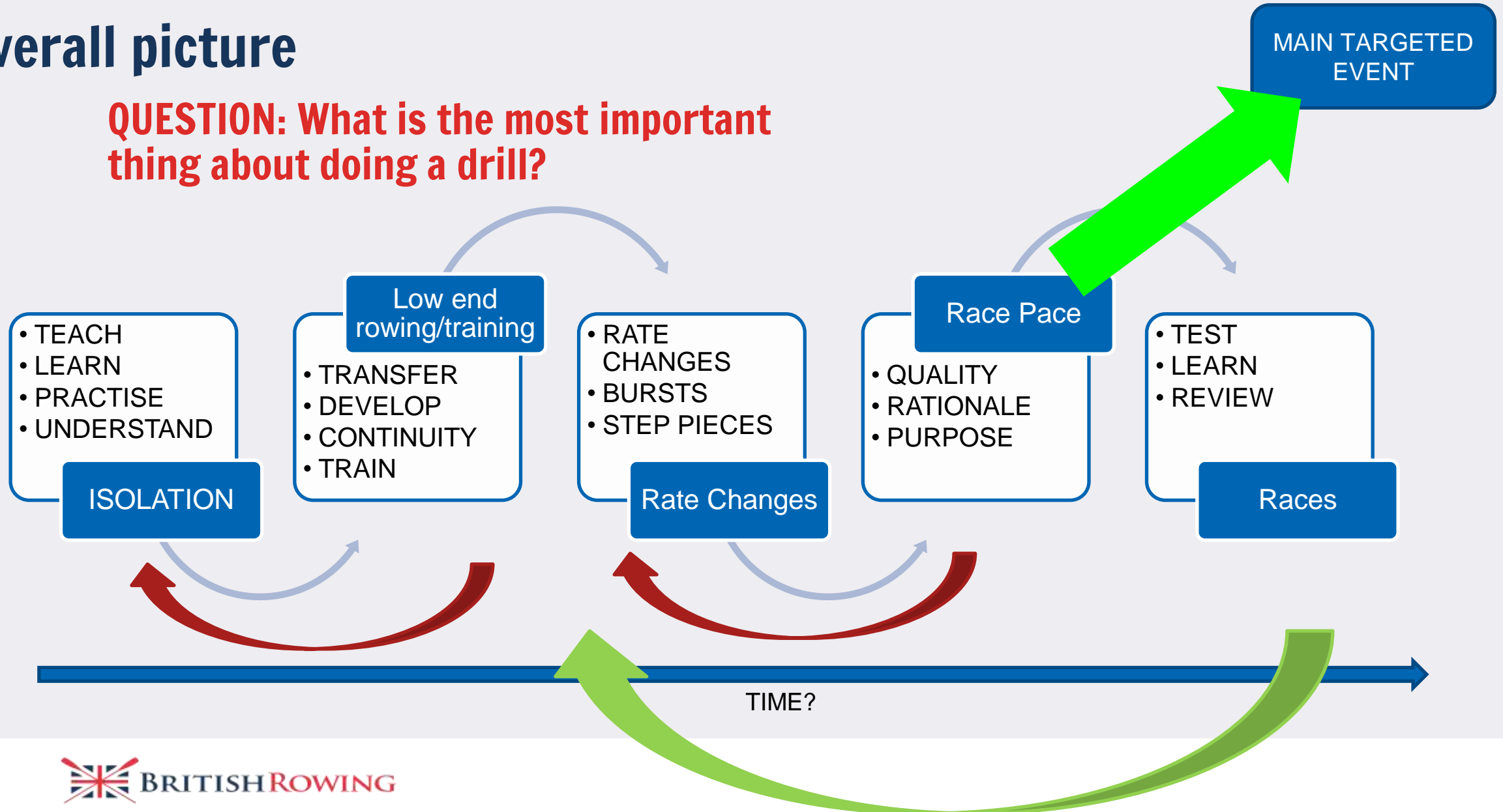
Coaching it - Coaches and technology

Monitoring improvement

- Technical training programme
- Develop your coaching eye
- Use accessible technology- Video, coaching apps
- Give athletes the tools to understand and monitor themselves
- Execution - Test in racing
- Keep going back to slower speeds, smaller boats to improve
- Technology or coaches eye?

Overall picture

QUESTION: What is the most important thing about doing a drill?



It's a process

Case study - Windsor Boys School 2018 4x



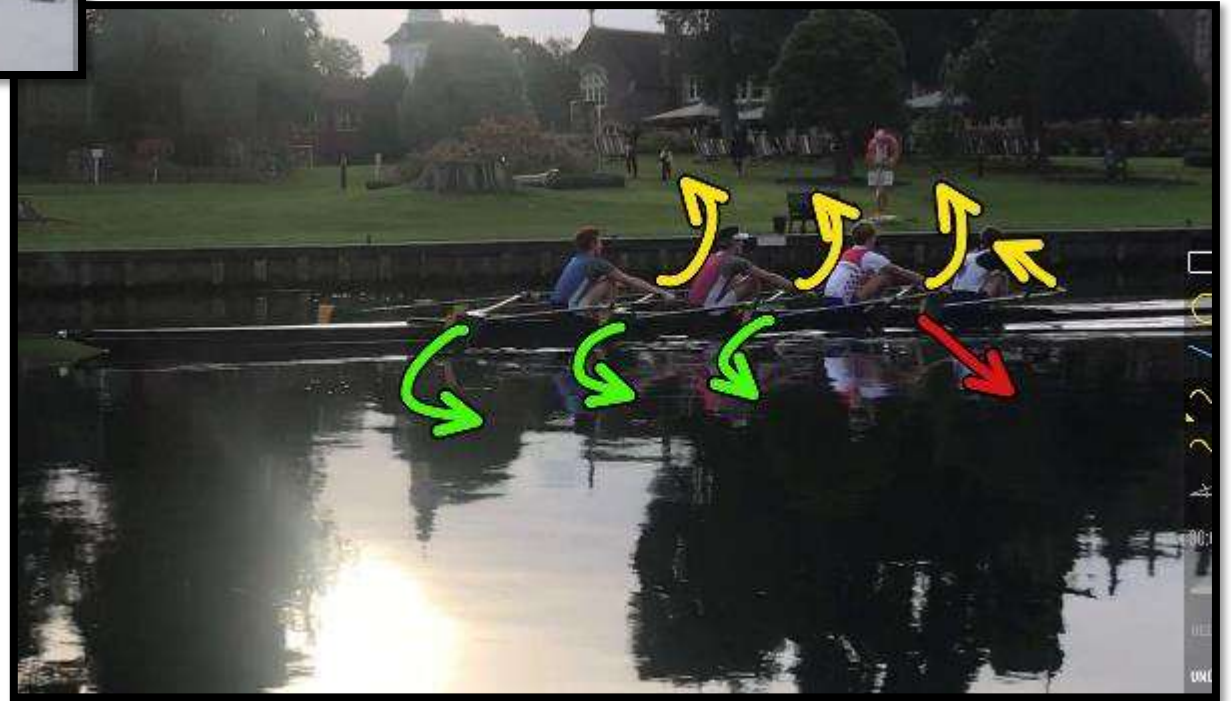
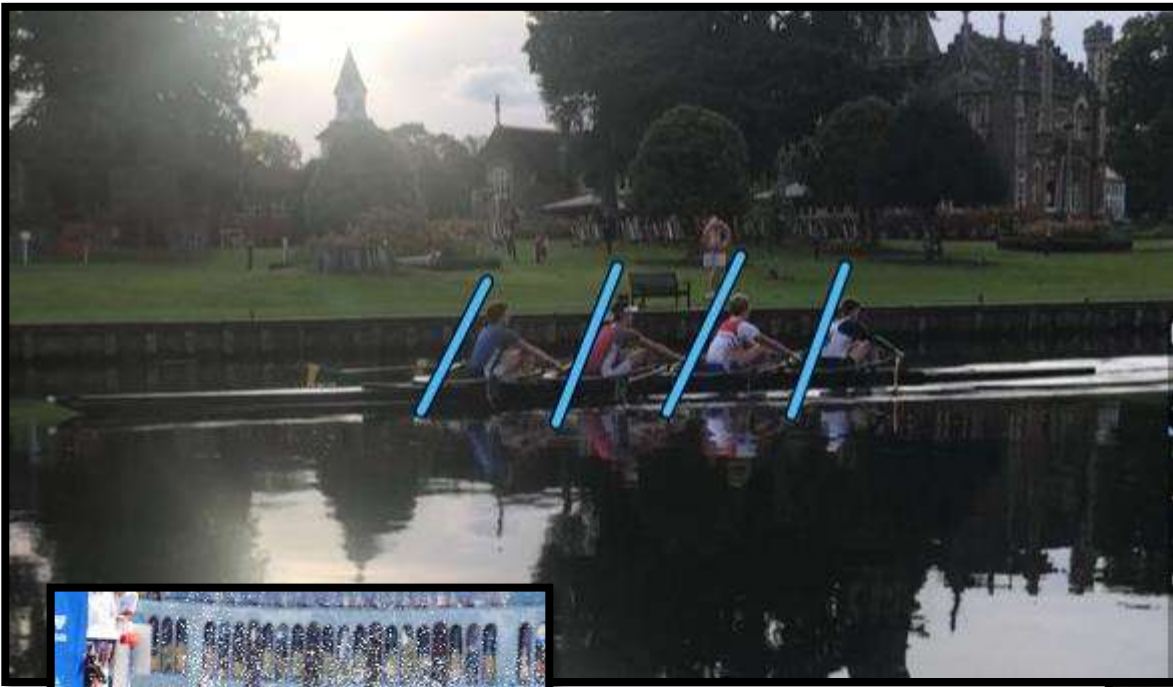


TYPICAL
LEARNERS
AS J14/J15s

As J17/18s

- *HRR Winners 2017 2018*
- *Championship 4x/2x/1x*
- *British Team Successes*

- *Variations of crew*
- *A TEAM*



QUESTIONS?

