## Keys to Conditioning – Utilizing Data Driven Prescription to Prepare Athletes for Competition



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## **VARSITY ATHLETICS**

The Colorado College Athletics Department sponsors 17 varsity programs. Fifteen programs compete at the NCAA Division III level and two compete at the NCAA Division I level. Our Division III programs are members of the Southern Collegiate Athletic Conference (SCAC). Our Division I Men's Ice Hockey program is a member of the Western Collegiate Hockey Association (WCHA) and our Division I Women's Soccer program is a member of Conference USA (C-USA).



Men
Basketball
Cross Country
Hockey\*
Lacrosse
Soccer
Swimming & Diving
Tennis
Track & Field (Outdoor)

Women
Basketball
Cross Country
Lacrosse
Soccer\*
Swimming & Diving
Tennis
Track & Field (Indoor & Outdoor)
Volleyball

\*compete at NCAA Division I level



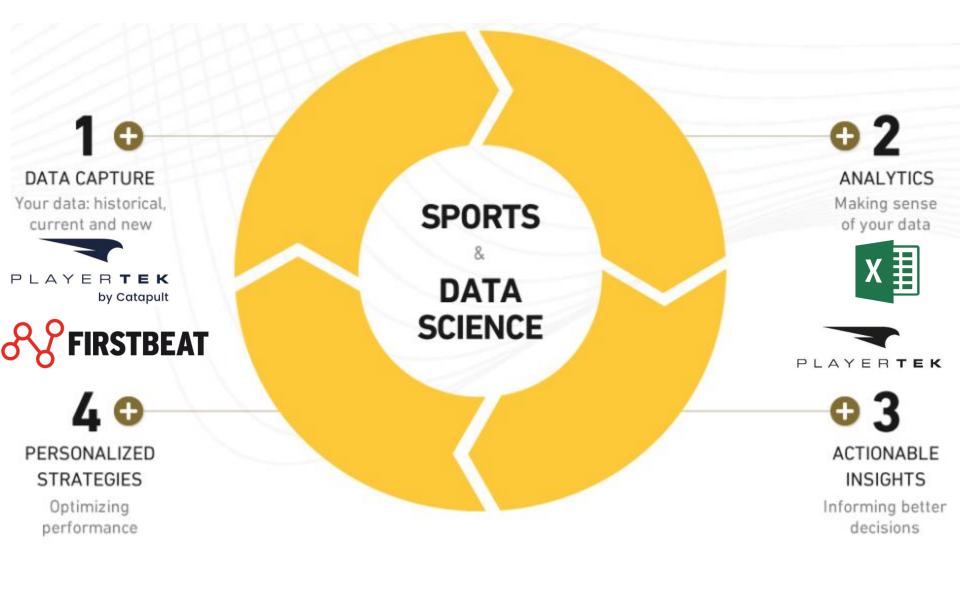






## **Overview**

- Our view on our sports and data science
  - How we use and evaluate our data
  - Averages VS Individual Data
    - Prescription from data
- Review our 'technology'
  - How we use it to help us make better decisions
- Review of our Conditioning System (30-15IFT)
  - Prescription
  - Manipulation of training variables to achieve different results





## **Data Capture**

- Historic we have been capturing GPS data since 2013
  - Started with 11 units through Catapult (Wsoccer, Mlax, Wlax)
    - MiniMax
- Current PlayerTek since March 2018 (1691 sessions)
  - Provides similar metrics to Catapult (no IMA data)
  - Focus on volume and intensity metrics
- Current FirstBeat HR since March 2018
  - A Heart Rate system
  - Focus on TRIMP and TRIMP permin
- New Polar Heart Rate (MBBall) October 2018
  - Focus on TL Load Score and Calories Permin
- New PlayerTek+ (Men's Lacrosse) January 2019
  - 10 units Focus on PL Permin and HR Load Permin







## **Analytics**



- Use excel to analyze longitudinal data via Pivot Table
- Compare days of the week to previous days of the week
- Individual Data Vs Team averages
- Attempting to get the best weekly periodization model
  - M Tue Wed Thur look similar when compared to previous weeks
  - Along with evaluating potential need for change based on longitudinal data



 Use cloud based system to give 'quick reports' to coaches

- Displays Longitudinal data (since march)
- Use % of game values to present how 'much we did in relation to game thresholds'



Export to CSV: Duration, Calories, Training Effect Score, Time Spent in Zone 4 and Zone 5 and TRIMP – use excel to 'connect' w/ PlayerTek Data



## **Personalized Strategies**

- Optimize performance:
  - Use internal and external load data in conjunction with sRPE to make the best recommendations for weekly planning
  - Have conversations with coaching staff about how to minimize 'load' for athletes who play a lot of minutes and have higher sRPE
  - For those that don't play a lot utilize our 30-15IFT cards to prescribe conditioning sessions that match the 'intensity' of game stimulus
    - 66min and above No Conditioning
    - 65min and below Extra Conditioning
      - If you play less then 45min, no modifications to 30-15IFT Card
  - 30-15IFT cards to target our keys to conditioning in preparation for the season







## Actionable insight – informing better decisions

- Data that allows us to act or data that gives us enough insight into the future that the actions that should be taken become clear for decision making
  - GPS (sprint distance, distance permin, work ratio )
  - Heart Rate (TRIMP permin)
  - Conditioning protocols that can be manipulated to target 'metrics'
- Insight into how we can design and manipulate conditioning variables to prepare athletes better for the demands of the season (especially competition)







Why GPS and Heart Rate?

We wanted to know what was 'happening' Internally/Externally during training and games

Gives us objective information to potentially effect change (actionable insight)

Objective data to aid in Practice planning and preparation for competition/practice

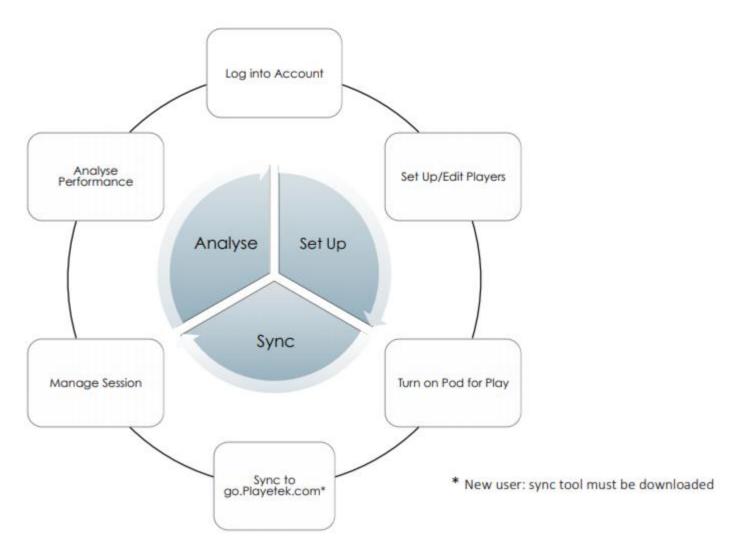
Use the 30-15IFT prescription to manipulate training variables to target specific adaptations associated with game/training data



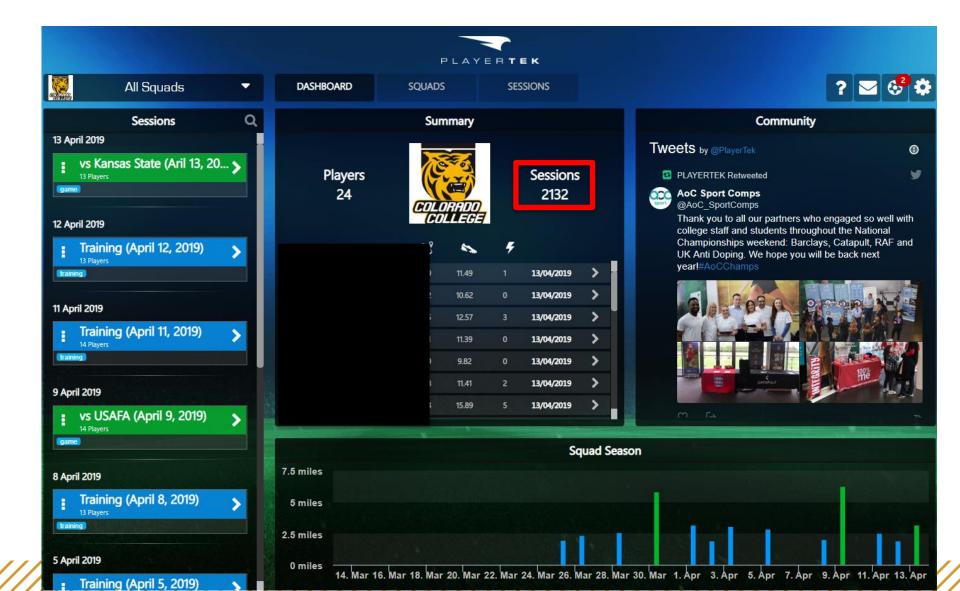


# PLAYER**TEK**by Catapult

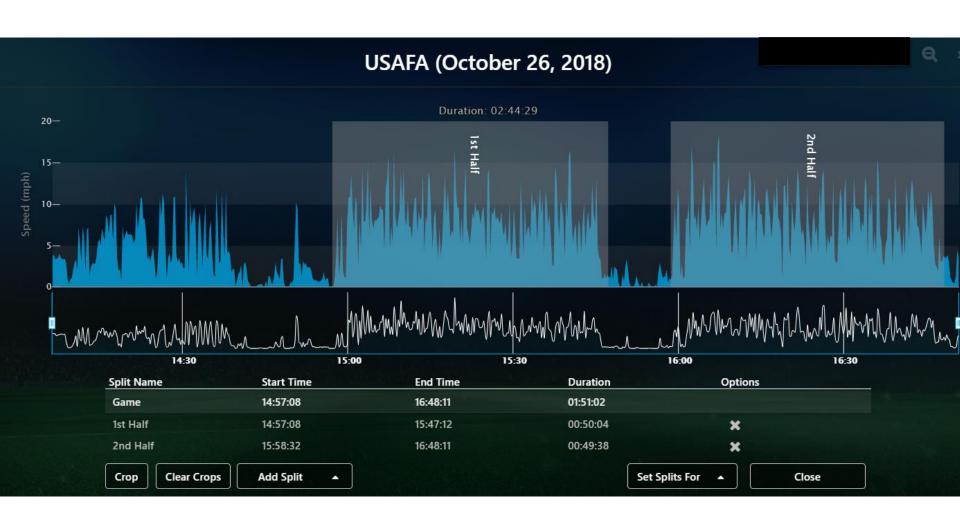










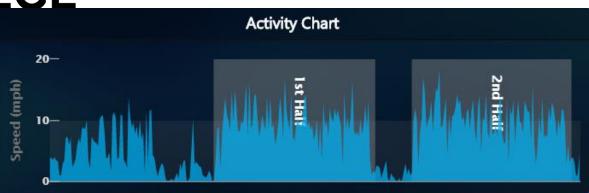




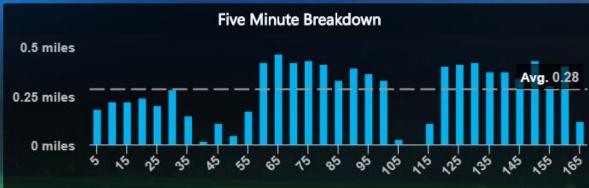


## COLORADO COLLEGE





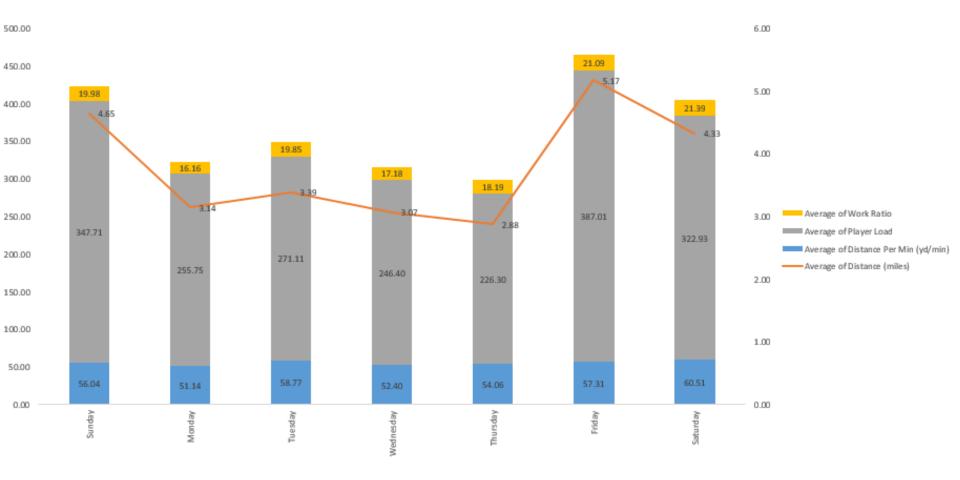




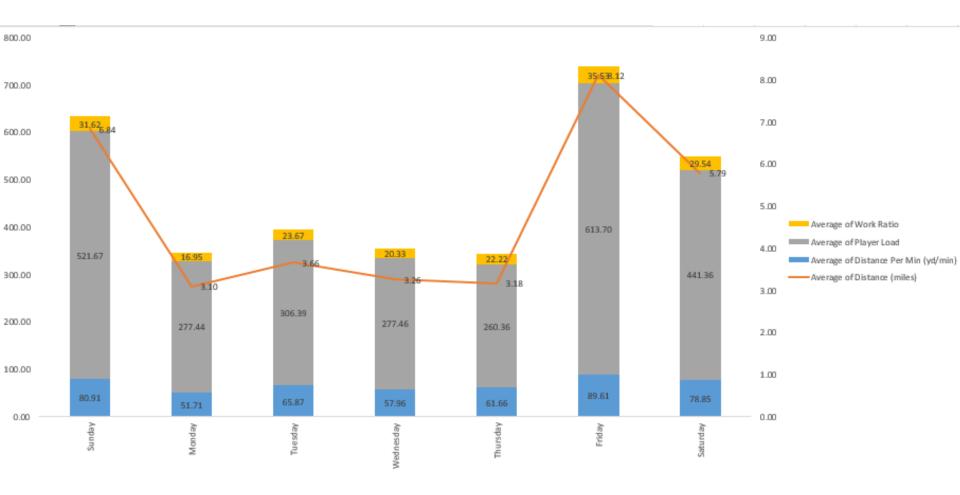








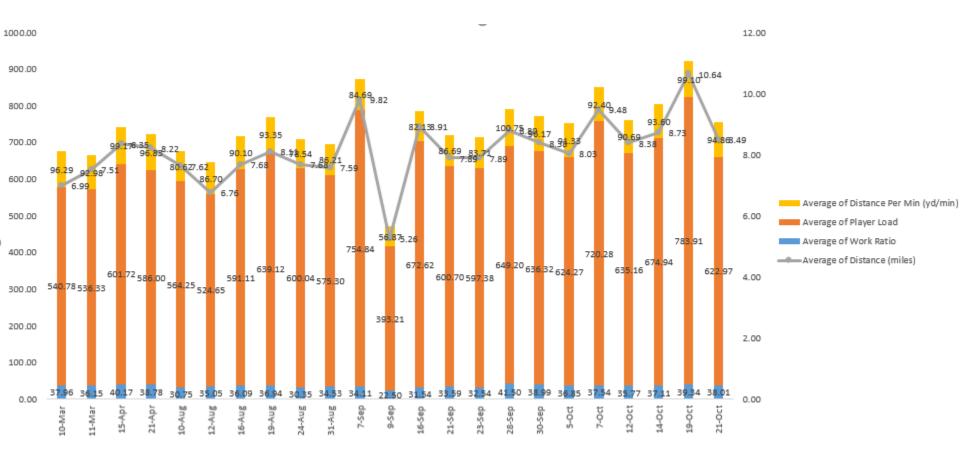




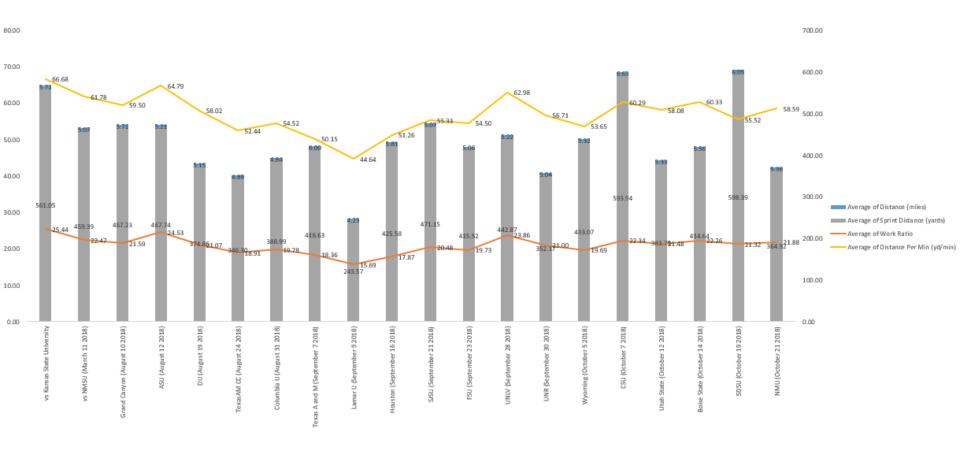




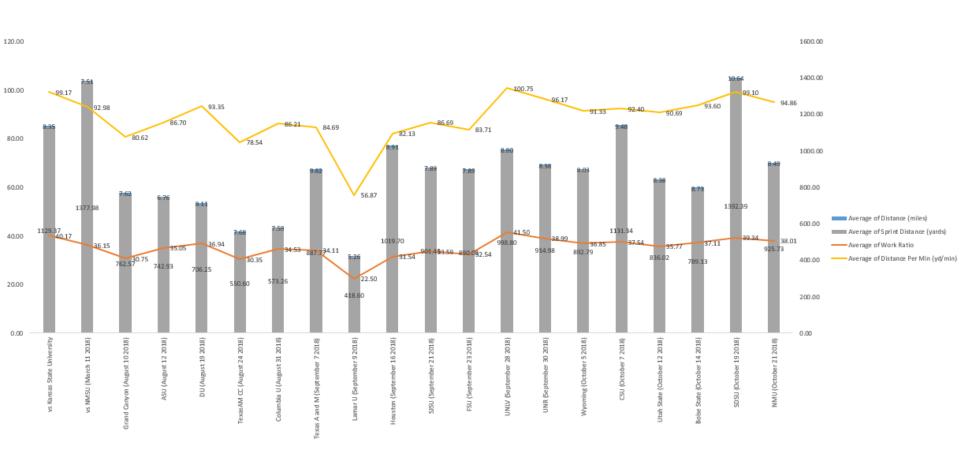




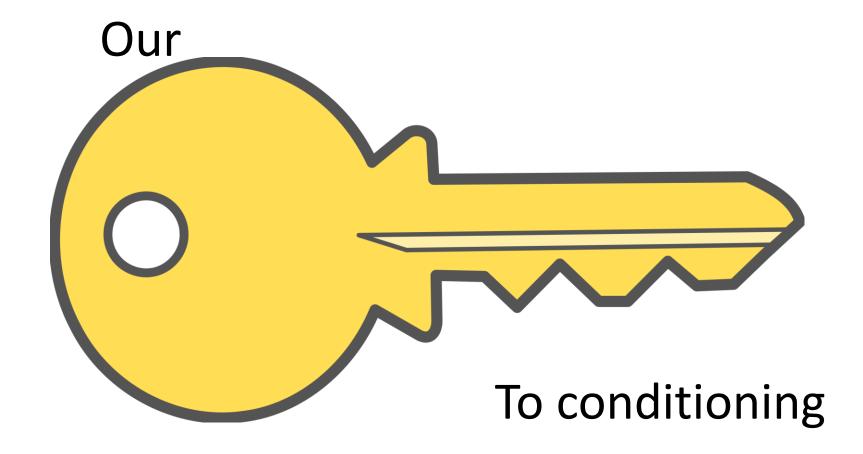














#### **VOLUME METRICS**

Sprint Distance	Unit: Metres (m)  Sprinting is defined in PLAYERTEK as running at speeds above 5 metres per second.	Which is 11mph ☺

### **Intensity METRICS**

Distance per Minute	Unit: Metres per minute (m/min)  Metres per minute give an overall good representation of how hard and intensely you have worked.	
Work Ratio	Unit: Percentage (%)  This is defined as the percentage of total time during which the player was performing some work. Work is defined as walking or running at speeds higher than 1.5 m/s (that's moderate to slow walk for most of us).	,

Which is 3.5mph ☺

## **IFT Card 11A – 15sec:15sec x14 @95%, Rest 6min, REPEAT**





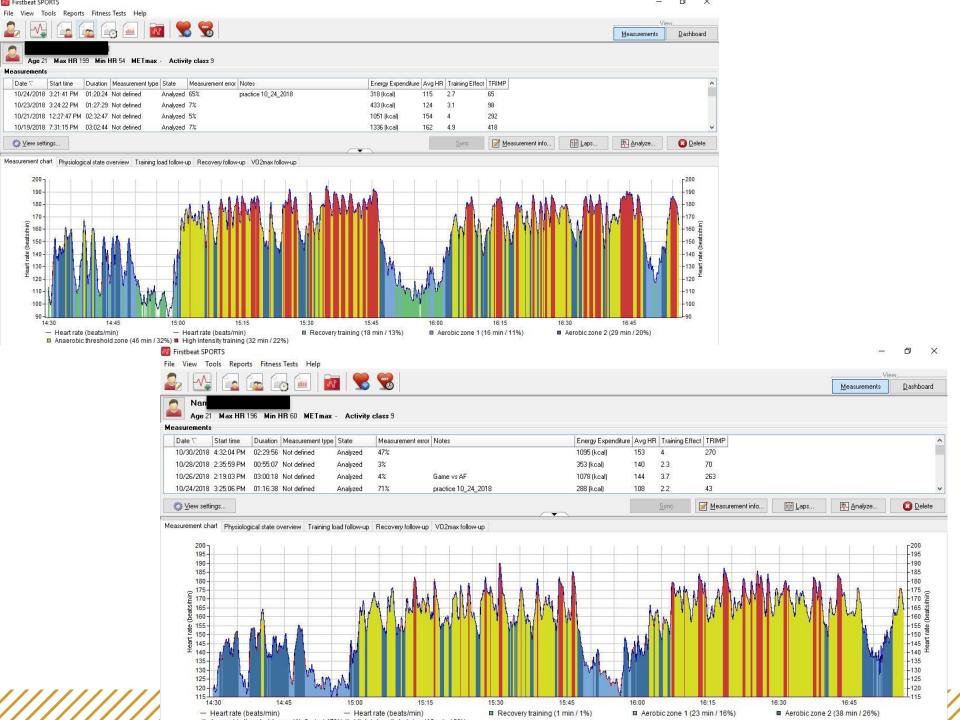


Hard training: TRIMP > 140

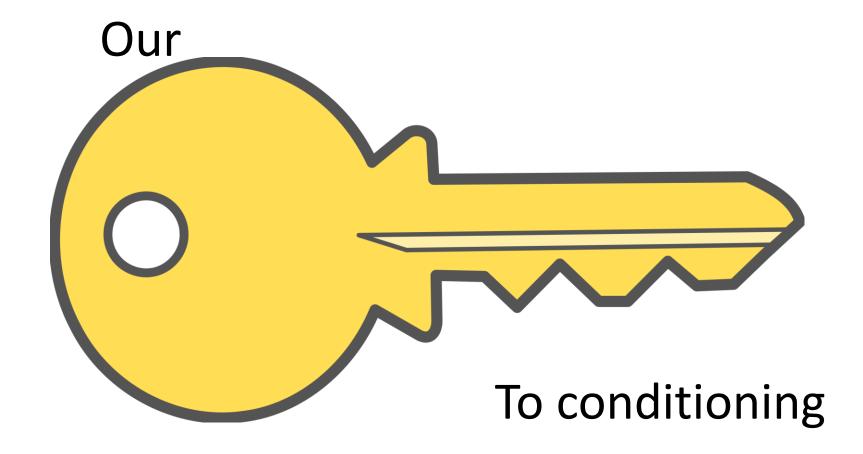
Moderate training: TRIMP 70-140

Easy training: TRIMP < 70





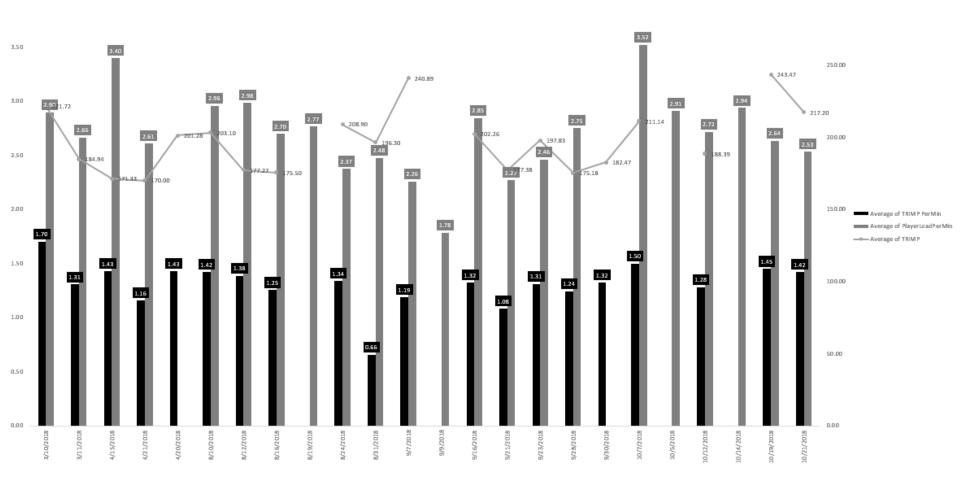












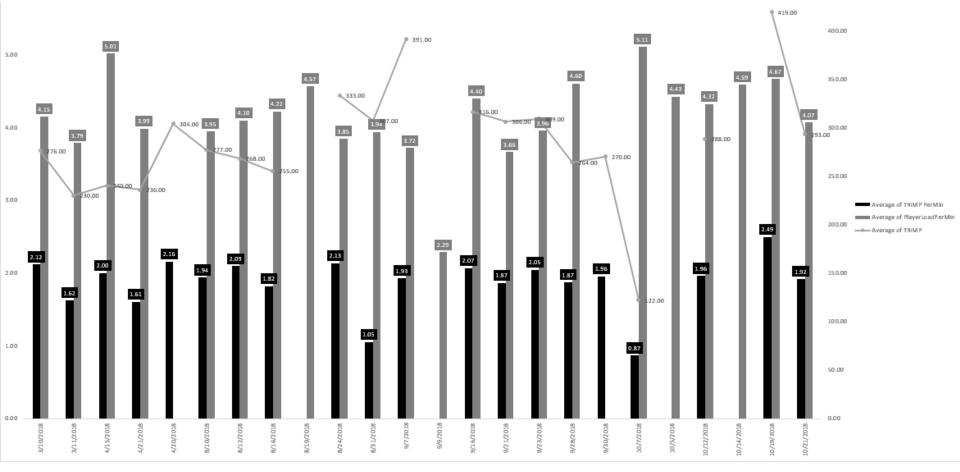
Hard training: TRIMP > 140

Moderate training: TRIMP 70-140

Easy training: TRIMP < 70







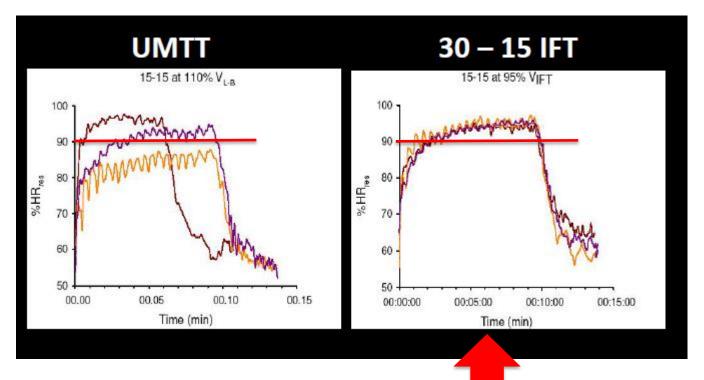
Hard training: TRIMP > 140

Moderate training: TRIMP 70-140

Easy training: TRIMP < 70





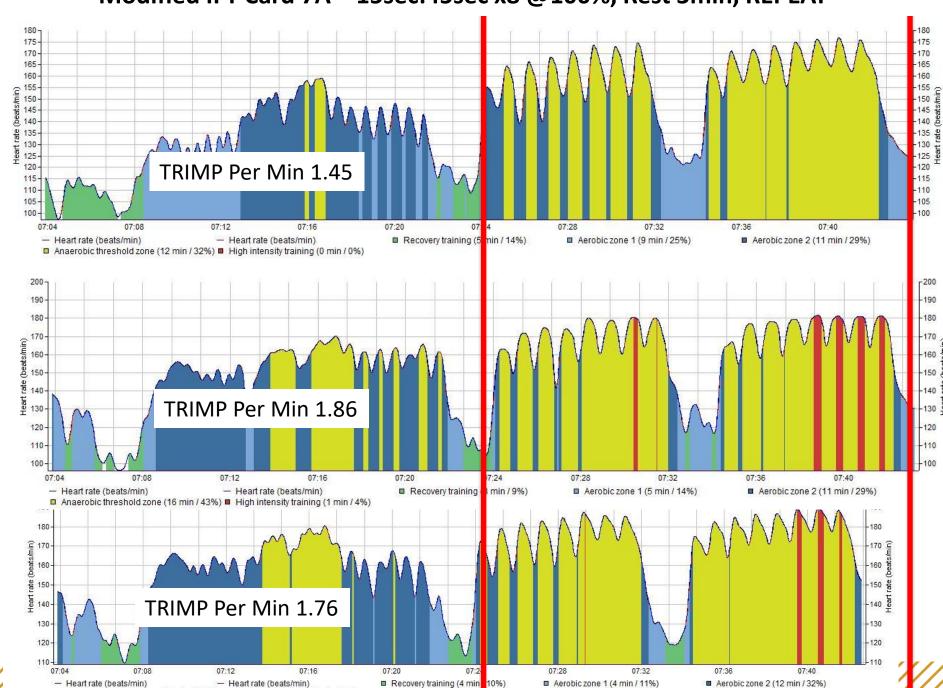


HR Response for 30-15IFT...

How we target TRIMP permin

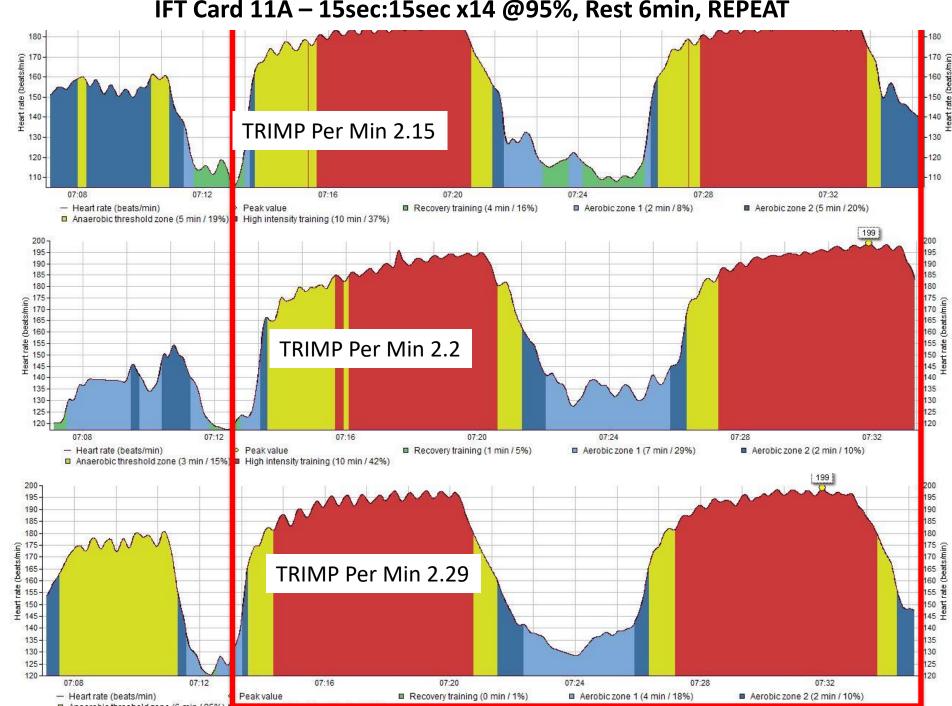
		Modified IFT Card - Pr	omote Work at 80-9	0% of MaxHR		
ard #	7A		% of Max	100%	Shuttle Length (yds)	50
otal Time	19.00					
					Total Di	stance
			Number o	of Sets	Set 1	Set 2
Work	15		Time	8.00	717.2	717
Rest	45		Rest Between Sets	3	529.4	529
Reps w/ in Set	8		Number of Sets	2	Total For Set1/2	1434.4
						1058.8
						Treadmill Speed
<u>lame</u>	Max IFT	Straight Dist. (yds)	Shuttle Dist (yds)	# of Shuttles	Additional Yards	1% Incline
	21	95	90	1	40	13
	20.5	93	88	1	38	12.7
	20	91	85	1	35	12.4
	19.5	89	83	1	33	12.1
	19	86	81	1	31	11.8
	18.5	84	79	1	29	11.5
	18	82	77	1	27	11.1
	17.5	79	75	1	25	10.8
	17	77	73	1	23	10.5
	16.5	75	70	1	20	10.2
	16	73	68	1	18	9.9
	15.5	70	66	1	16	9.6
			50	yards		
10000						
				45 1	4	
				16yards		
	40 1	4			-	
	40yards					Veek 1
		,			<u> </u>	1a Dynamic Warm Up
					_ \	1b Cone Agility z5e 1c 18 Yard Sprints
						18 gard Sprints at Max
				H 4	🚉 ) xlathlete.com 🔼	Full Recovery betwee
				Start		1d Modified IFT Card 7A (19
///////////////////////////////////////	///////	//////////				15sec:45sec at 10
///////////////////////////////////////			///////////////////////////////////////	// = F	inish 🚇	Rest 3min, Repe Travel between 68-85 to

## Modified IFT Card 7A - 15sec:45sec x8 @100%, Rest 3min, REPEAT



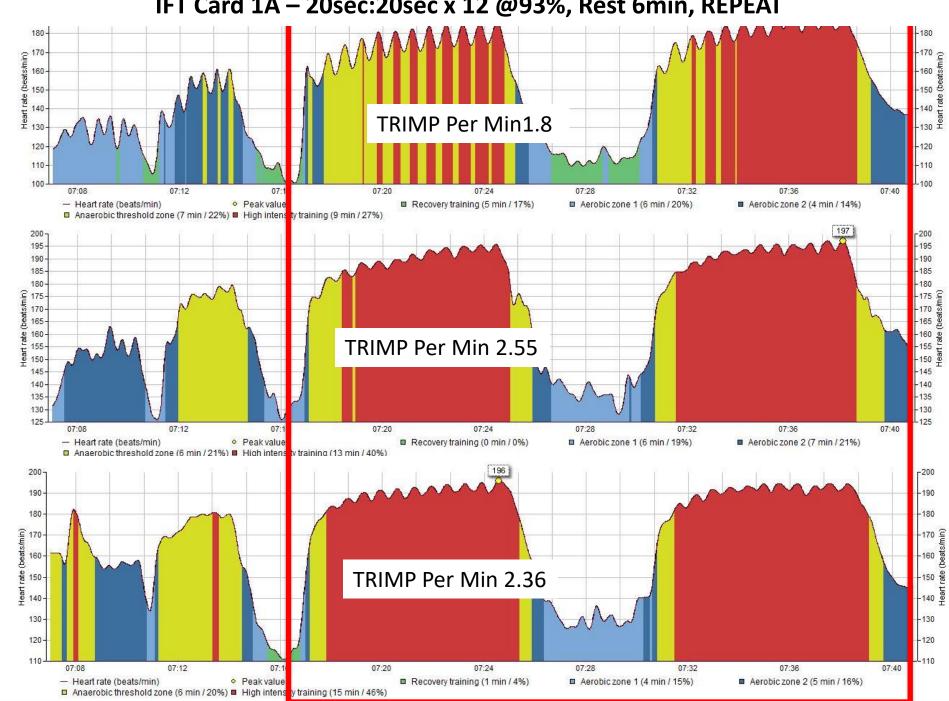
		Early C	Off-Season IFT Card			
ard#	11A		% of Max	95%	Shuttle Length (yds)	40
otal Time	20.00					
					Total Dis	tance
				Number of Sets		Set 2
/ork	15		Time	7.00	1173.4	1173
est	15		Rest Between Sets	6	866.0	866
Reps w/ in Set	14		Number of Sets	2	Total For Set1/2	2346.7
						1732.1
am <u>e</u>	Max IFT	Straight Dist. (yds)	Shuttle Dist (yds)	# of Shuttles	Additional Yards	Treadmill Speed 1% Incline
	21	91	84	2	4	12.4
	20.5	88	82	2	2	12.1
	20	86	80	1	40	11.8
	19.5	84	78	1	38	11.5
	19	82	76	1	36	11.2
	18.5	80	74	1	34	10.9
	18	78	72	1	32	10.6
	17.5	76	70	1	30	10.3
	17	73	68	1	28	10
	16.5	71	66	1	26	9.7
	16	69	64	1	24	9.4
	15.5	67	62	1	22	9.1
	40yards					
				22yards		,
	40yards	<del></del>				

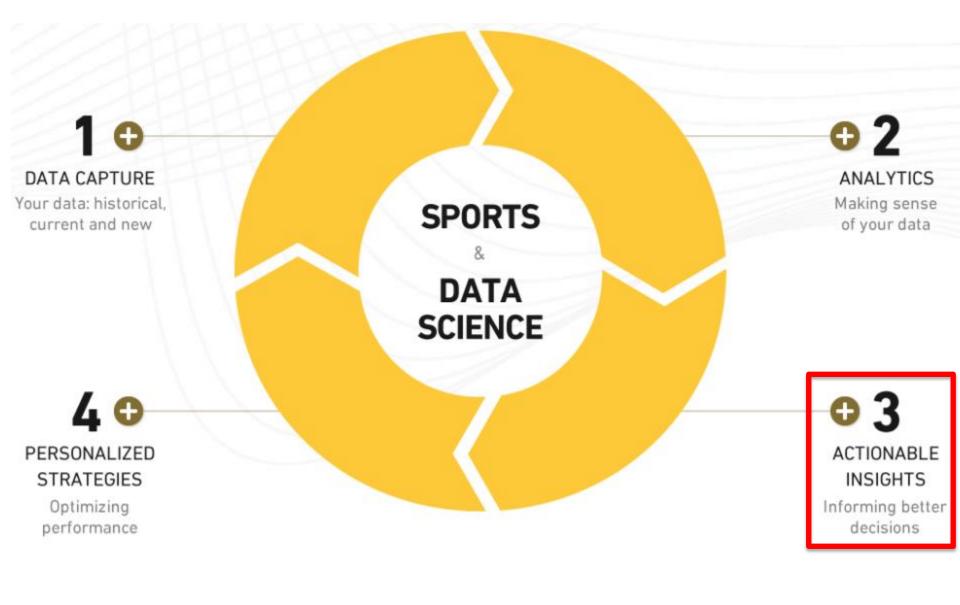
## IFT Card 11A – 15sec:15sec x14 @95%, Rest 6min, REPEAT



`I #	4.4		Off-Season IFT Card	020/	Chustle Leads (code)					
ard #	1A		% of Max	93%	Shuttle Length (yds)	60				
otal Time	22.00									
					Total Dis					
			Number of Sets		Set 1	Set 2				
Vork	20		Time	8.00	1348.2	1348				
est	20		Rest Between Sets	6	995.1	995				
eps w/ in Set	12		Number of Sets	2	Total For Set1/2	2696.4				
						1990.2				
						Treadmill Speed				
lame	Max IFT	Straight Dist. (yds)	Shuttle Dist (yds)	# of Shuttles	Additional Yards	1% Incline				
	21	118	112	1	52	12.1				
	20.5	115	110	1	50	11.8				
	20	113	107	1	47	11.5				
	19.5	110	104	1	44	11.2				
	19	107	102	1	42	10.9				
	18.5	104	99	1	39	10.7				
	18	101	96	1	36	10.4				
	17.5	99	94	1	34	10.1				
	17	96	91	1	31	9.8				
	16.5	93	88	1	28	9.5				
	16	90	86	1	26	9.2				
	15.5	87	83	1	23	8.9				
			60	yards						
10000										
					4					
				23yards						
		4								
	52yards									

IFT Card 1A – 20sec:20sec x 12 @93%, Rest 6min, REPEAT





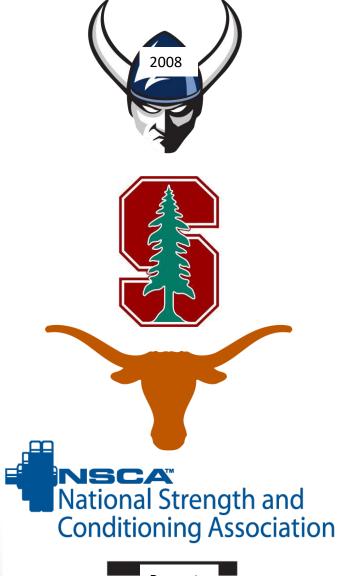


## Chicken or the Egg?



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# WELCOME TO 6,035 FEE 1

BREATHE DEEPLY.

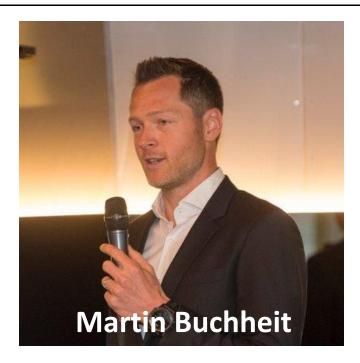
#### Review article

## The 30-15 Intermittent Fitness Test: 10 year review



#### Martin Buchheit

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**30-15IFT** is now **18years** old!!!!!!!!!!!



**Martin Buchheit – Head of Performance 30-15IFT** 





Jason Dudley – Director of Strength and Conditioning (Olympic Sports) at Washington State University







Chris West – Associate Head Strength and Conditioning Coach at the University of Connecticut



Purpose: field test to evaluate cardiorespiratory function, maximal aerobic velocity and ones ability to recover/repeat intermittent bouts activity

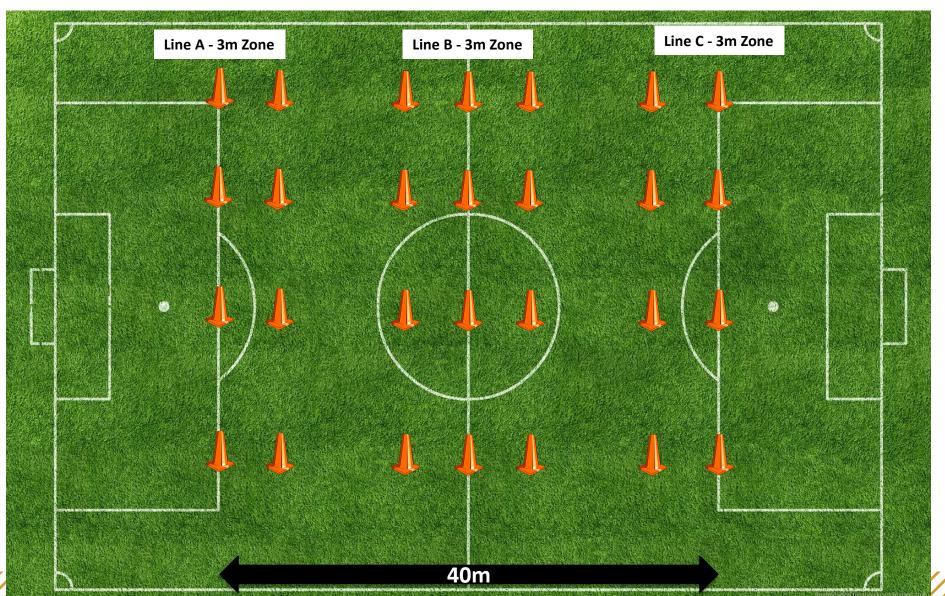
#### What is it????

- An intermittent field test that consists of 30-sec shuttle runs with 15-sec passive recovery periods
- Test can be done at 40m, 28m, and on Ice

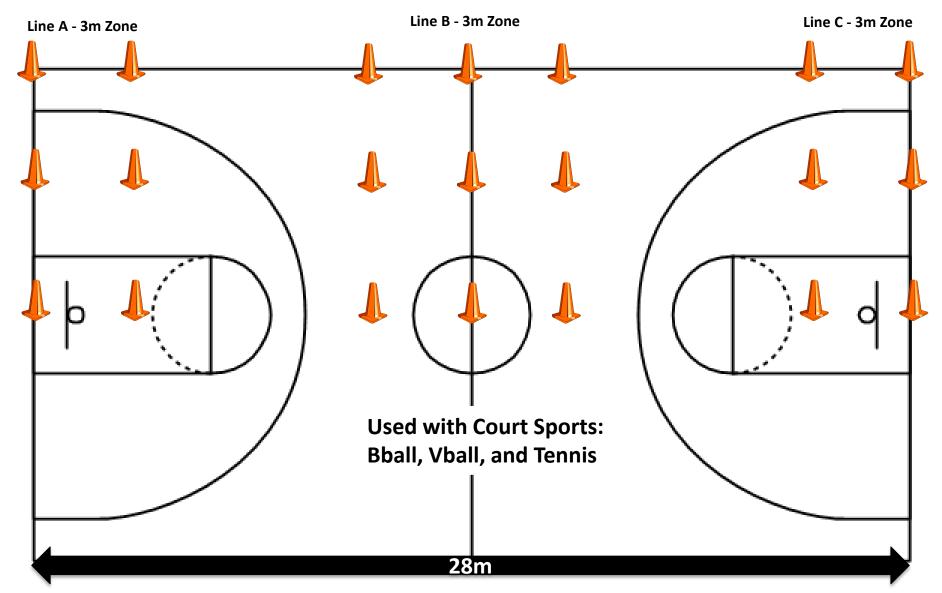
#### Why do we use it?

- It's a <u>conditioning system</u> based on individual failing speed
- Prescription gives us a mixed approach to ESDevelopment tax both anaerobic and aerobic (running at vVO2Max) systems at high levels
- Allows us to quantify 'stress' because prescription is done at a percentage of VIFT - Can quantify sprint distance, distance per/min, work ratio, and TRIMP permin
- Allows for us to prescribe individualized distance for HIIT and in-turn a relative HR response regardless of prescribed distance

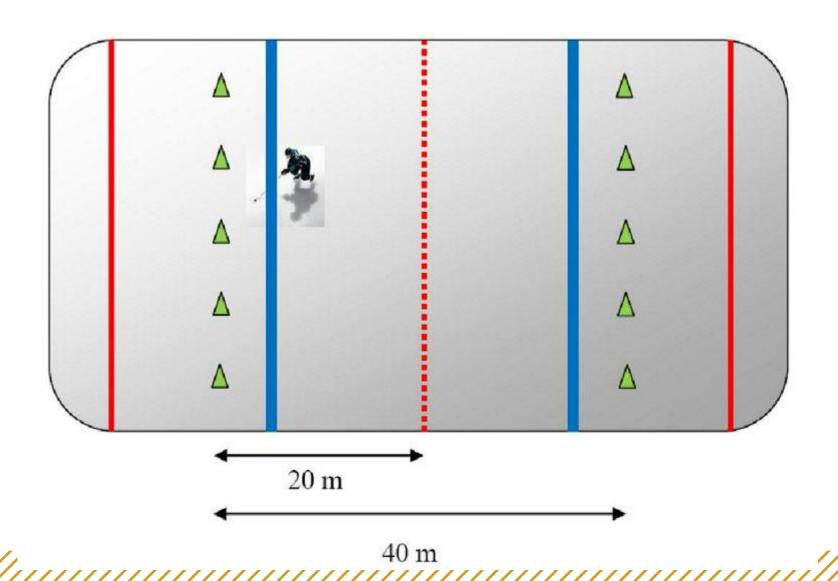














## **30-15IFT Prescription**

Adapations	Running time	<b>Recovery duration</b>	Running intenisty (%VIFT)	Recovery intensity (% VIFT)	<b>Reps Per Series</b>	Number of series	Recovery between series	Shuttle Distance
Peripheral	3sec	17sec	SPRINT	passive	18	2	6min	Choice
Peripheral	3sec	17sec	SPRINT	passive	18	3	6min	Choice
Peripheral	5sec	25sec	115%	passive	12	3	6min	Choice
Peripheral	10sec	10sec	95%	passive	18	2	6min	Choice
Peripheral	10sec	10sec	97%	passive	18	2	6min	Choice
Peripheral	15sec	15sec	95%	passive	14	2	6min	Choice
Peripheral	15sec	15sec	100%	passive	14	2	6min	Choice
Peripheral	15sec	15sec	100%	passive	15	2	6min	Choice
Peripheral	20sec	20sec	93%	passive	12	2	6min	Choice
Peripheral	20sec	20sec	102%	passive	12	2	6min	Choice
Peripheral	20sec	15sec	95%	passive	12	3	6min	Choice
Adapations	Running time	Recovery duration	Running intenisty (%VIFT)	Recovery intensity (% VIFT)	Reps Per Series	Number of series	Recovery between series	Shuttle Distance
Adapations Central	Running time 15sec	Recovery duration 15sec	Running intenisty (%VIFT) 100%	Recovery intensity (% VIFT) passive	Reps Per Series	Number of series	Recovery between series 3min	Shuttle Distance Choice
Central	15sec	15sec	100%	passive	20	2	3min	Choice
Central Central	15sec 15sec	15sec 15sec	100% 92%	passive passive	20 30	2 2	3min 3min	Choice Choice
Central Central Central	15sec 15sec 30sec	15sec 15sec 15sec	100% 92% 92%	passive passive passive	20 30 10	2 2 2	3min 3min 3min	Choice Choice Choice
Central Central Central Central	15sec 15sec 30sec 30sec	15sec 15sec 15sec 30sec	100% 92% 92% 93%	passive passive passive passive	20 30 10 12	2 2 2 2	3min 3min 3min 3min	Choice Choice Choice
Central Central Central Central Central	15sec 15sec 30sec 30sec 30sec	15sec 15sec 15sec 30sec 30sec	100% 92% 92% 93% 95%	passive passive passive passive passive	20 30 10 12 14	2 2 2 2 2	3min 3min 3min 3min 3min	Choice Choice Choice Choice Choice
Central Central Central Central Central Central	15sec 15sec 30sec 30sec 30sec 45sec	15sec 15sec 15sec 30sec 30sec 15sec	100% 92% 92% 93% 95% 90%	passive passive passive passive passive passive passive	20 30 10 12 14 8	2 2 2 2 2 2 2	3min 3min 3min 3min 3min 3min	Choice Choice Choice Choice Choice Choice
Central Central Central Central Central Central Central	15sec 15sec 30sec 30sec 30sec 45sec 60sec	15sec 15sec 15sec 30sec 30sec 15sec 30sec	100% 92% 92% 93% 95% 90%	passive passive passive passive passive passive passive passive	20 30 10 12 14 8 4	2 2 2 2 2 2 2 4	3min 3min 3min 3min 3min 3min 3min 3min	Choice Choice Choice Choice Choice Choice Straight Line
Central Central Central Central Central Central Central Central Central	15sec 15sec 30sec 30sec 30sec 45sec 60sec 90sec	15sec 15sec 15sec 30sec 30sec 15sec 30sec 45sec	100% 92% 92% 93% 95% 90% 90% 88%	passive	20 30 10 12 14 8 4	2 2 2 2 2 2 2 4 3	3min 3min 3min 3min 3min 3min 3min 3min	Choice Choice Choice Choice Choice Choice Straight Line Straight Line



#### Spreadsheet for Intervall Training prescription based on VIFT (1.2)

30-15 Intermittent Fitness Test - Martin Buchheit - 2000

Serie #1 15"-15" ▼

How to do?

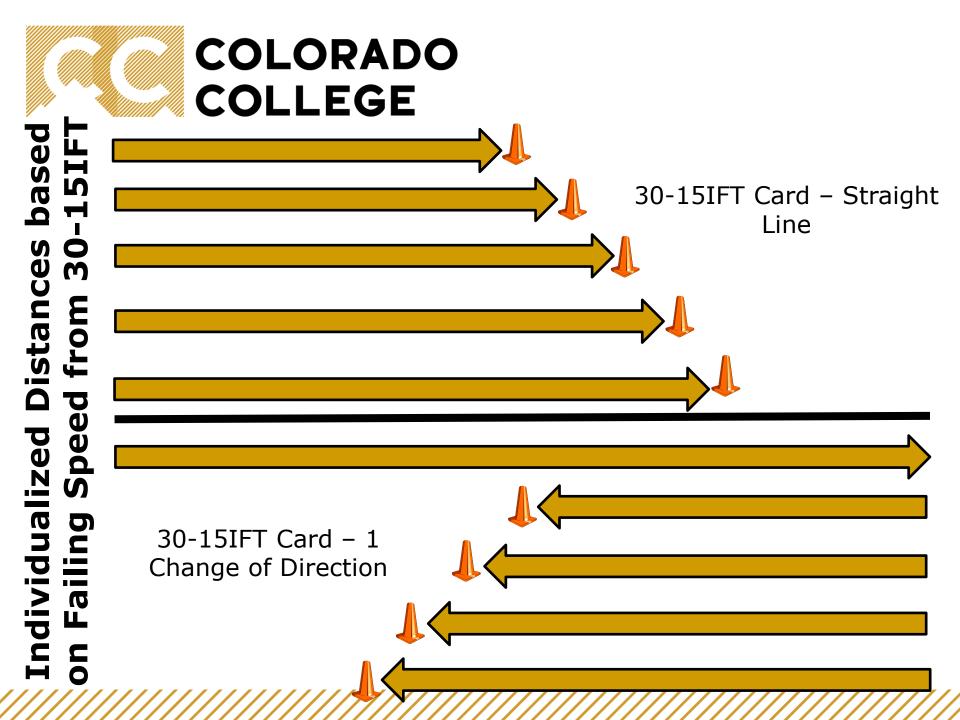
%V IFT	95
Running time (sec)	15
Shuttle length (m)	40



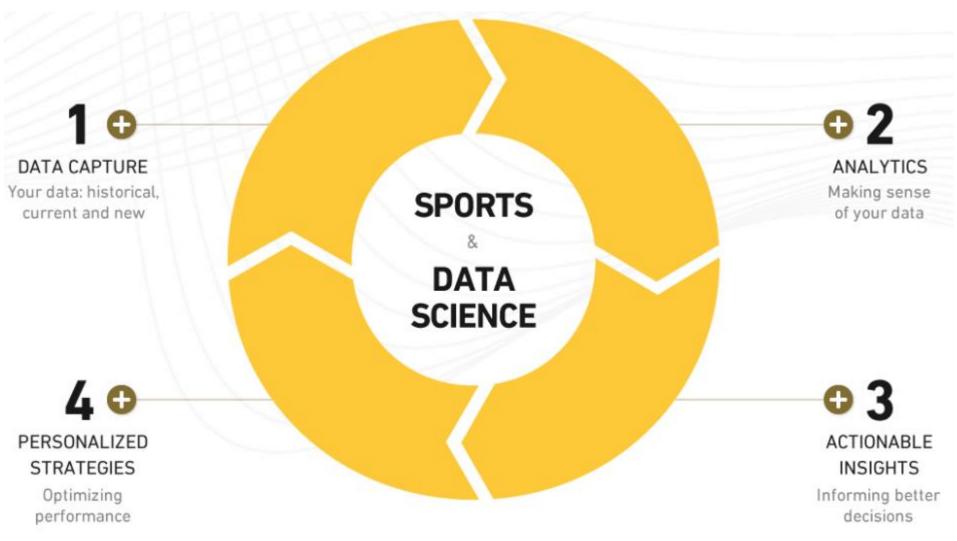
Team:	Colorado College
Date:	
CD Track	

Names	VIFT	Time	0/	Distance			which is on the field				
Names	VIFI	Time %		Straight	nt Shuttle		willon is on the field				
Player 1	15	15	95	59	57	1	Shuttle(s) and	17	m		
Player 2	15.5	15	95	61	58	1	Shuttle(s) and	18	m		
Player 3	16	15	95	63	60	1	Shuttle(s) and	20	m		
Player 4	16.5	15	95	65	62	1	Shuttle(s) and	22	m		
Player 5	17	15	95	67	64	1	Shuttle(s) and	24	m		
Player 6	17.5	15	95	69	66	1	Shuttle(s) and	26	m		
Player 7	18	15	95	71	68	1	Shuttle(s) and	28	m		
Player 8	18.5	15	95	73	70	1	Shuttle(s) and	30	m		
Player 9	19	15	95	75	72	1	Shuttle(s) and	32	m		
Player 10	19.5	15	95	77	74	1	Shuttle(s) and	34	m		
Player 11	20	15	95	79	75	1	Shuttle(s) and	35	m		
Player 12	20.5	15	95	81	77	1	Shuttle(s) and	37	m		
Player 13	21	15	95	83	79	1	Shuttle(s) and	39	m		
Player 14	21.5	15	95	85	81	1	Shuttle(s) and	41	m		
Player 15	22	15	95	87	83	1	Shuttle(s) and	43	m		











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**Questions?** 

#### **Contact Information**





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