

## COMPONENTS OF FITNESS

**Aerobic Endurance** - the ability of the cardio respiratory system to work efficiently, supplying nutrients & O<sub>2</sub> to working muscles during sustained physical activity. Swimmers need this so they have enough energy to complete the race in a good time.

**Muscular Endurance** the ability of the muscular system to work efficiently, in which a muscle can repeatedly contract over a period of time against a light to moderate fixed resistance load. Swimmers need this to last the whole race without their muscles tiring.

**Power** the work done in a unit of time. It is calculated in the following way:

$$\text{Power} = \text{Force (kg)} \times \text{Distance (m)} / \text{Time (min or sec)}$$

This is needed for a swimmer to push off the starting block.

**Reaction Time** the time taken for a sports performer to respond to a stimulus.

The time taken for a swimmer to react to the starting pistol

**Body Composition** the relative ratio of fat mass to fat free mass in the body. You need the right muscle to fat ratio so you can get the best time for the race e.g. mesomorph

## COMPONENTS OF FITNESS

**Progressive Overload** In order to progress, training needs to be demanding enough to cause your body to adapt, improve performance. You can do this by increasing your frequency, intensity, or time or by reducing recovery times

Don't use all methods at once as this could lead to injury or illness. You also need essential time to rest and recover.

## Reversibility

If you stop training, or the intensity of the training is not sufficient to cause adaptation, training effects are reversed. Reversibility is also known as de-training.

## Variation

It is important to maintain interest, this helps an individual keep their training schedule. Vary your programme to avoid boredom and maintain enjoyment.

## Rate of Perceived Exertion

The BORG (1970) rating of perceived exertion scale is a measure of exercise intensity that runs from 6-20. It is designed to show people how hard they think they are working while exercising so that the intensity can be changed if necessary.

Continuous 9-11      Interval 10-12

## FITNESS TESTS

### multistage fitness Test

Predicts maximum O<sub>2</sub> uptake levels.  
**method** - 2 cones 20m apart in a sports hall. Starts at level 1. Each is 1 minute long and the beeps between levels increase. You must make it to the line for the beep. If you miss it twice you must stop. You are aiming to get as high a level as possible.

Level 4 - 26.8 = Poor

Level 6 - 3.7 = Average

Level 12 - 5.4 = Excellent

*15-19 years*

Both tests look at aerobic endurance but are not done in a pool so not sport specific.

### Forestry Step Test

Also predicts maximum O<sub>2</sub> uptake levels.

**method** - Using a bench (female height 33cm). Face the bench. Step up + down in time with the metronome for 5 minutes. Then take your pulse for 15 seconds.

Using your pulse result + your weight you use the table to work out your final result (ml/kg/min)

54+ = Superior

43-39 = Good

<29 = Poor

*15 years*

# SWIMMING LONG DISTANCE

## METHODS OF TRAINING

### Continuous

Long/slow or steady training for at least 30 minutes.

#### Advantages

- Good for building aerobic endurance.
- Training can be made sport specific

- #### Disadvantages
- Can become boring and hard to motivate.
  - Only develops aerobic endurance.

#### Example

- warm up - 4 laps each stroke
- 25 mins of continuous training of 40 seconds a lap.
- Cool Down - 4 laps each stroke

### Interval

Alternates work periods with rest or recovery periods. Varying length of work and rest can develop both aerobic + anaerobic training.

#### Advantages

- Clear progressive overload.
- No equipment needed
- Can be sport specific

#### Example

- warm up - 4 laps of each stroke
- 10 x 50m freestyle with 15sec rest
- 10 x 50m backstroke " " " etc.
- Cool Down - 4 laps of each stroke

### How often you train - Frequency

- 5 times a week  
- 3 interval, 2 continuous

### How hard you train - Intensity

- Con - slow to medium  
- Inter - medium

### How long you train - Time

- 30 min sessions ↑ PO  
- Con + Int

### How you train - TYPE