<u>M.I.R.A.C.L:</u>

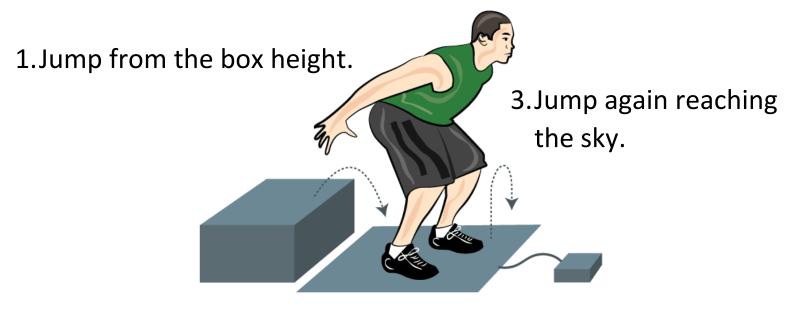
A.M.P Solution (3 components)

ASSESS your risk for ACL injury using the Landing Error Scoring System (LESS). Experts will assess your vertical jumps.

MOVIC – the situational awareness video will teach about the risks involved, mechanisms of injury and mentally prepare you before hitting the slopes. The movie will be watched several times over the course of season to maximize memory retention.

P.E.P – an exercise program called: (PEP) Prevent Injury: Enhance Performance will teach you neuromuscular control. This 15-20 minute exercise program will be delivered preseason.

Risk Assessment: Landing Error Scoring System



2.Land softly on feet

Tips: keep knees bent, knee should not be bent over your toes, knees should not be facing inward/outward, keep back straight as possible.

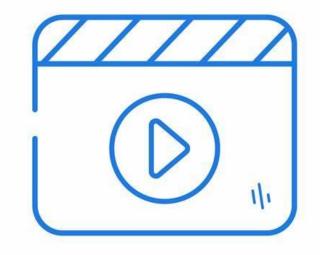
Note: Your videos will be reviewed by experts and scored using LESS. They will assess whether you are **HIGH** risk or **LOW** risk based on your jump.

Situational Awareness Video

Watch the video available at <u>www.miracl.ca</u>

- 1. Before the preseason
- 2. After the PEP program
- 3. Once a month during the ski season

Note: These videos outline your risks with skiing, mechanisms of injury, testimonials, and to situate your environment before skiing. **Watching these videos are important for memory retention.**



PREVENT INJURY ENHANCE PERFORMANCE (P.E.P)

30 seconds per excercise

WARMUP







Shuttle Run Backward Running

TIP: Do not skip warm-ups! Warm-ups are a critical part of the training program

Jog line to line

PLYOMETRICS

Keep knees bent to minimize impact. 30 seconds per excercise

Keep knees bent to minimize impact.









Lateral Hops

Forward Hops Single-Leg Hops Vertical Jumps Scissor Jumps



30 seconds x 2 repetitions every excercise



Calf



Lunges Russian Hamstring Single-Toe Raises

Ouadriceps





Inner-Thiah





Figure 4 Hamstring

STRENGTHENING

30 seconds x 2 repetitions every excercise

30 seconds x 2 repetitions every excercise



Technique is everything!

AGILITIES



Forward Run Diagonal Run **Bounding Run**

