	Snowboard plyo	Benefit	Variations
Off-board plyos	Jump Squats	Trains triple flexion/extension of ankle, knee, hip complex. Helps keep rider low. Lower C.O.G less impact, more control.	 Jump squat (full and partial) Jump squat with rotation. 90° 180° 360°.
	Split squat jumps	Helps with weight transfer between front and back leg. Also helps with skating (one foot out of binding and pushing off).	 Reverse foot positions Overhead split squat Lunge position with jump (foot position remains the same).
	Plyo push-ups	Getting up and going down on toeside. Strengthens shoulder/scapula complex.	Hand variations. Multi-directional.Pivot point. Knee or toe.
	Med ball drills	Stabilizes torso. Increased upper/lower body rotations. Also helps stabilize spine during extension/flexion and rotational movements.	Side to side (lateral flexion)Rotations
Mountain plyos On-Board plyos	Jump squats	Trains the muscle to contract quickly while overloaded in binding. Extremely sport specific.	 Vertical displacement of C.O.G Horizontal displacement of C.O.G Rotation
	Ollie jumps	Utilizes spring action of board. Helps beginner move linear on the flats.	 Rear foot jump Front foot jump
	Heelside dips	Getting up and going down on a heelside. Strengthens wrist, elbow, shoulder complex.	• Vary arm position
	Toeside push-ups	Same as off-board description above.	Vary arm position
	Toeside jumps (uphill)	A quick way to get up a small hill. Good way to get on the right trail after a wrong turn.	• Use arms. (See quadruped jumps below).
	Toeside lunge jumps (one foot out of binding).	A better way to get up a higher angled slope. Works quads, hams, adductors, calves. Great conditioner!	• Take the board off and jump up the hill
	Quadruped jumps (arms and legs)	Quickest way to get up a small incline without taking your board off. Lower body, upper body, and torso are involved.	• Zig-zag pattern up mountain
	Skating (one foot out of binding)	Easy way to get around on the flats (bottom of mountain or around lift lines). Push off, pull through action.	Weight on foot in bindingWeight on foot out of binding