| Rogue Training Jargon | |
|-------------------------|---|
| Streamlining | Tight line from finger-tips to toes |
| Training rules | Lane order is fastest to slowest If you choose to lead the lane for a set, lead the lane for the set (don't "bail out" when you get tired) Clear the target 5-10 seconds between swimmers Yield to faster swimmer (at end of pool, not in the middle) |
| Hand position | Big hands; firm wrists and forearms (like oars) |
| DPS | • Maximum distance per arm-stroke; know your stroke count (# of strokes per length); fastest swimmers take fewest strokes! |
| Red zone | • Flags-to-wall of finish area; never breathe in the red zone (free and fly) |
| Finish to the wall | Always finish to the wall! |
| Negative split | • 2nd half of swim is faster than 1st half; know your times |
| Heart rate | • Take pulse for 6 seconds, add a "0" to get heart rate (e.g., 12 beats for 6 seconds = 120 beats per minute) |
| Descend times | • Repeat times get faster; know your times (e.g., 1:30, 1:28, 1:26) |
| European lane direction | Clockwise direction in lane (swim down the left side) |
| Stroke | Swim any stroke except freestyle |
| Fly | • Never breathe on the 1st stroke; breathe every other stroke |
| Freestyle | • Never breathe on the 1st stroke; breathe every 3 rd stroke |
| 1st arm-pull | • After flip turn, "1st arm-pull" is with arm closest to bottom of pool (you may need to switch which hand goes on top) |
| Float | • Float in streamlined position on your back (the tighter the streamline, the more horizontal the float) |