Quarterback Interval Throwing Program

- Program performed with a rest day between and ice after each level*
- Weekly videotaping of throwing is helpful to assess maintenance of delivery and form
- Each throw should be with the feet and shoulders squared with weight on balls of feet
- A warm-up period of jogging followed by full body stretching is expected prior to begin throwing

Progression to advance to next level stage of program requires no medial elbow/shoulder pain/stiffness and maintenance of strength/form during final set

50% Effort Phase

- Level 1
 - o Warm up throws at 5-10 yrds
 - o 10 yrd throws x10
 - o 2 sets total and rest for 10 minutes between
- Level 2
 - o Warm up throws at 5-10 yrds
 - o 10 yrd throws x10
 - o 3 sets total and rest for 10 minutes between

75% Effort Phase

- Level 1
 - o Warm up throws at 10-20 yrds
 - \circ 20 yrd throws **x10**
 - o 2 sets total and rest for 10 minutes between
- Level 2
 - o Warm up throws at 10-20 yrds
 - o 20 yrd throws **x10**
 - o 3 sets total and rest for 10 minutes between

100% Effort Phase

- Level 1
 - o Warm up throws at 10-30 yrds
 - o 30 yrd throws **x10 at 75% effort**
 - o 2 sets total and rest for 10 minutes between
- Level 2
 - o Warm up throws at 10-30 yrds

- o 30 yrd throws x10 at 100% effort
- o 3 sets total and rest for 10 minutes between
- o Can mix in right and left sided hitches

Dynamic Phase

- Level 1
 - o Warm up throws at 10-30 yrds
 - o 30 yrd throws **x10 at 100% effort**
 - o 2 sets total and rest for 10 minutes between
- Level 2
 - o Warm up throws at 10-30 yrds
 - o 30 yrd throws **x10 at 100% effort**
 - Mix in right and left sided hitches
 - o 4 sets total and rest for 10 minutes between

40 yrd Phase

- Level 1
 - o Warm up throws at 10-40 yrds
 - o 40 yrd throws **x10 at 100% effort**
 - o 2 sets total and rest for 10 minutes between
- Level 2
 - o Warm up throws at 10-40 yrds
 - o 40 yrd throws **x10 at 100% effort**
 - Mix in right and left sided hitches
 - o 2 sets total and rest for 10 minutes between
 - o 30 yrd throws **x10 at 100% effort**
 - Mix in right and left sided hitches
 - o 20 yrd throws **x10 at 100% effort**
 - Mix in right and left sided hitches

Game Simulation

- These should be under center 3-7 step dropbacks, working up through route tree
- Level 1
 - o 10 yrd throws $\mathbf{x10}$
 - \circ 20 yrd throws **x10**
 - \circ 30 yrd throws **x10**
 - o 40 yrd throws x10
 - o Rest for 10 minutes between
- Level 2
 - o 10 yrd throws x10
 - o 20 yrd throws x10
 - \circ 30 yrd throws **x10**
 - o 40 yrd throws x10
 - \circ 50 yrd throws **x10**
 - o Rest for 10 minutes between

- Level 3 (should incorporate roll outs with these
 - \circ 10 yrd throws **x10**
 - o 20 yrd throws **x10**
 - \circ 30 yrd throws **x10**
 - o 40 yrd throws **x10**

 - 50 yrd throws x10
 60 yrd and fly route throws x10
 - o Rest for 10 minutes between