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SPEED-FORCE PREPARATION OF THE QUALIFIED WRESTLERS THE GRECO-ROMAN STYLE IN PRECOMPETITION PERIOD

Victor SHANDRYGOS

Emopil National Pedagogical University named after Volodymyr Hnatyuk

The author has developed and experimentally has checked up a technique of speed-force the qualified wrestlers are the qualified wrestlers of the greco-roman style in precompetition period.

the wrestlers of the greco-roman style; speed-force qualities of the qualified wrestlers style; precompetition period.

THE EFFECTIVENESS AND THE IMPORTANCE OF PERMANENT STAGES OF A GAME IN BALL'S EUROPE CHAMPIONSHIPS - PORTUGAL 2004

*** ander STUŁA*, Andrzej SZWARC**, Wojciech PRZYBYLSKI**

- * Faculty of Physical Education in Gorzyw Wlkp.
- ** Academy of Physical Education and Sport in Gdansk

and of the defence game of the players, especially on its highest levels, to apply aggressive forms of marking, shortening and narrowing a game not only those players of the defensive formation but also helpers and affensive, and offensive actions have a total character meaning using all the in every phase of a game.

search other solutions, mainly the effective performance of permanent which more and more frequently influence the game score [Kulesza 1993, Duda 2004, Wrzos 1998, Zmuda and ibid. 1999, 2003, Maranda 2001, Pakowski 2005].

The condition of an effective perforance of a permanent stage of a game is: its perfect and technically novel perforance, a high and tactical preparation of a whole team, familiarity with game rules as well as a high extent of anticipation of particular players in hardly predictable game situations.

Work objective

The aim of a work was to describe the effectivenes of permanent stages of a game among the leading European teams taking part in a final phase of a tournament for Europe Championship- Portugal 2004.

Work subjects

The subjects of a work were the players in particular games: Portugal – England (2:2 6:5 after penalty), France – Greece (0:1), Sweden – the Netherlands (0:0, 4:5 after penalty) the Czech Republik – Denmark (3:0), Portugal – the Netherlands (2:1), the Czech Republik – Greece (0:1), Portugal – Greece (0:1). The first four games were the tournaments within quater-finals of Europe Chamionships, the following two-semifinals and the last game Portugal – Greece, was a final of these championships.

Research method

The method of a research was a direct observation supported by a video technique. The analysis of a game' effectiveness was conducted with the use of proper observation sheets according to which particular permanent stages of a game were analyzed.

Research results' analysis

In the analyzed 7 meeting of a final phase of tournaments for Europe Championshr-Portugal 2004, 15 goals together were won, out of which 8 were won from the permanentages of a game. It comprises up to 53,33% of all the goals. What was surprising-penalty was dictated. In the final phase of a tournaments, the players played very aggressive applying short marking, however, within the penalty field they played very carefully and the same time they did not risk giving the penalty whose effectiveness of the performance in this type of tournaments is conciderable high. The situation turned out to be quite similar as far as a free return in a direct gate proximity was concerned.

The biggest amount of goals was won from the corner- 7, meaning one goal in a game which comprised 46,67% of all the goals. Only 1 goal was won (in a quite accidental manner from the out-return which comprised 6,67% of all the goals.

In a final phase 84 corners took place which in average comprises 12 these comper one game. The goal effectiveness was conciderable though- 7 goals which compress, 33% of all the corners. Performing these returns in a small proximity from the gate favourable for the attacking players since the precise marking of them on such a small crowded game field is practically impossible. Thus, while training the players, it is we to emphasize this element not only in the attack but also in a possibly effective defense

The most frequently performed permanent element of a game in this phase tournaments was the out-return, performed approximately 51,43 times per one game. Although it comprises a conciderable number of all the permanent fragments, its effectiveness is very low.

In the case of the analyzed 7 meeting, 1 goal per 360 was won from all the returns (it comprises the goal effectiveness- 0,28%), though this goal was won in a accidently manner resulting in the evident mistake of a defender. However, this elecannot be neglected since it is frequently applied by the defence team which, using moment of throwing a ball to out, applies a tactical method in order to interrupt the and distract the enemy.

The second, as for the frequency of a performance, permanent stage of a game is a return. In 7 played games, 319 free returns, which amounts to 45,6 times per one 33.02%), were conducted. Regardless of so many free returns, the situation which finish with gaining a goal did not occur. Nonetheless, this element of a game ought improved as while being conducted within the attack zone it creates an immense rear the enemy's gate and very frequently finishes with gaining a goal [Szwarc 2003]. In the 7 games played in a final phase of championships a penalty was not conducted the regulation' game time. The ball teams taking part in this type of championships, so of hard and harsh defenders' playing, try to defend in such a way not to commit the penalty area. The scale of this element is needless to discuss since the majority penalty area adjudicated in a play-off and in case it does not succeed, penalties are concideration. The effective performance of this element is a very significant the ball teams in many tournaments including those of the highest rank.

remaining permanent game's elements like the returns from a gate or renewal middle of a field do not influence the final score of a game.

Conclusions

permanent game's elements were conducted. The most effective as for the gained goals was a corner- 8,33%.

where of the defence formation apply all the possible means in order to impede to the enemy, however they avoid a hard and harsh game on a borderline of a their own penalty area.

championship defensive game of the teams taking part in a final phase of the teams caused that ispite of 319 free-returns (usually conducted far from the areas), none of them resulted in gaining a goal.

the remaining permanent game's elements did not influence the final score of the structure of the structure

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THE AIM OF A WORK WAS TO ASSESS THE EFFECTIVENES AND THE IMPORTANCE OF PERMANENT STAGES OF A GAME IN FINAL PHASE OF TOURNAMENTS FOR EUROPE CHAMPIONSHIP- PORTUGAL 2004

Aleksander STULA*, Andrzej SZWARC**, Wojciech PRZYBYLSKI**

* Faculty of Physical Education in Gorzow Wlkp.

** Academy of Physical Education and Sport in Gdansk

Abstract. The method of a research was a direct observation supported by a video technique. The results of the research confirmed the increasing influence of the permanent game's elements on the sporting result in this type of championships. Almost 50% of gained goals are those goals gained from the permanent game's elements, mainly from the corner. Application indications concern training the players in an effective enforcement such permanent game's elements as the corner, penalty and our return. These are those elements which have the biggest influence on the sporting result as far as the highest rank's tournaments are concerned.

КРИТЕРІЇ ТА СТРУКТУРА СПЕЦІАЛЬНОЇ ПІДГОТОВАНОСТІ КВАЛІФІКОВАНИХ ЛИЖНИЦЬ

Тетяна ДОРОФЄЄВА

Харківське обласне вище училище фізичної культури і спорту

Однією із необхідних умов вирішення проблеми управління підготовко спортсменів є розробка ефективної системи педагогічного контролю. Остань створює об'єктивні передумови для диференціації та індивідуалізації тренувальнавантажень у різних структурних ланках макроциклу підготовки. У лижному спорозглядається велике число різноманітних тестів й контрольних вправ, за результат яких рекомендується оцінювати стан підготовленості спортсменів різної кваліфіка [1-8]. Проте, не всі з них є специфічними для лижників і відповідають вимога надійності та інформативності.