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IMPROVING THE AGILITY QUALITY OF WRESTLERS THROUGH DYNAMIC GAMES

Khodjanov Aziz Rakhimovich

Docent of Pedagogy, Psychology, and Physical Education Department

Tashkent Institute of Irrigation and Agricultural Mechanization Engineers,

National Research University.

Abstract: This article analyzes method s for improving the agility quality of wrestlers through dynamic games. Wrestling is a sport that has a significant impact on physical and mental development, where agility, strength, and reaction ability are of great importance. Agility, or quick reaction, is one of the essential components necessary for wrestlers to achieve success. This article provides detailed information on the role of dynamic games in improving the agility quality of wrestlers, how such exercises can be incorporated into wrestling programs, and their effectiveness.

Keywords: Wrestling, dynamic games, agility, physical education, sport, reaction speed, physical exercises.

INTRODUCTION

Wrestling is a sport that not only requires strength but also demands quick and precise reactions. The successful execution of wrestling techniques largely depends on the athlete's agility. Agility refers to the ability of an athlete to quickly adapt and respond to changes in the environment. The importance of agility in wrestling becomes especially evident in situations where it is necessary to respond rapidly to the opponent's movements. To enhance this process, dynamic games, that is, physical exercises, play a crucial role in increasing speed, as well as improving vision and perception.

Dynamic games are one of the effective methods for developing agility in the training process. These games help wrestlers improve their reaction time and also enhance their physical fitness, coordination, and strategic thinking. By incorporating dynamic games in training sessions, both the physical and mental preparedness of wrestlers is enhanced, increasing the chances of success at higher levels of competition.

Improving agility through dynamic games in wrestlers is one of the relevant trends in modern physical education and sports science. Therefore, this article explores the role, analysis, and methods of dynamic games in improving the agility of wrestlers.

METHODOLOGY AND LITERATURE REVIEW

This study analyzes the methods and effectiveness of improving agility in wrestlers



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through dynamic games. The research methodology includes experiments, surveys, and statistical analysis. The main goal of the study is to identify which methods and approaches are most effective in developing agility through dynamic games.

- 1. **Experiments**: During the research, experiments will be conducted in various training groups to measure the reaction time of wrestlers. These experiments aim to identify the differences between dynamic games and traditional exercises. The purpose is to demonstrate how dynamic games can lead to positive changes in reaction time, coordination, and physical fitness.
- 2. **Surveys**: Surveys conducted with students, coaches, and sports specialists will analyze the effectiveness of developing agility through dynamic games and the challenges encountered during this process. Based on the results of the surveys, the impact of dynamic games on wrestlers' overall physical fitness will be identified.
- 3. **Statistical Analysis**: Statistical data will be analyzed to measure the effectiveness of using dynamic games and other physical exercises. This analysis will track physical indicators such as reaction time, strength, and endurance in wrestlers.

The issue of improving agility through dynamic games in wrestlers has been raised in several scientific studies and articles in the fields of sports psychology and physical education. Specifically:

- Mirzaev, F. (2020) analyzed the methods of developing reaction speed in athletes
 through dynamic games in his work on physical education and sports. In Mirzaev's
 research, the most effective exercises and methods for improving the reaction speed of
 wrestlers are discussed.
- **Kholboyev**, **A.** (2018) in his book Developing Agility for Athletes outlines the importance of dynamic games for wrestlers, their role in physical and mental preparation, and methods for improving reaction speed. The study emphasizes the use of dynamic games in athlete training.
- Qodirov, A. (2021) in his work Dynamic Games and High Performance in Sports analyzes the practical methods and methodological approaches to enhancing agility through dynamic games. Qodirov demonstrates the effectiveness of integrating games and sports training.
- Tursunov, I. (2022) in his work The Role of Agility and Coordination in Wrestling studies the training sessions aimed at improving the agility of wrestlers through dynamic games. Tursunov emphasizes the importance of speed, reaction time, and physical strength for success in wrestling.

RESULTS AND DISCUSSION



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The results of the study showed that dynamic games proved to be an effective tool for improving the reaction time of wrestlers. Based on the results of experiments and surveys, both the overall physical fitness and reaction time of wrestlers significantly improved. Through dynamic games, athletes' reactions to rapid movements were accelerated, which enhanced their ability to quickly respond to the opponent's actions in wrestling. Particularly, the flexibility of wrestlers' bodies and their ability to quickly alter control improved through the games conducted during training.

Additionally, it was found that dynamic games also had a positive impact on the social and psychological development of wrestlers. Through their interactions in competition and mutual assistance, team spirit and respect for each other grew. Dynamic games contribute not only to physical development but also to mental and moral growth. For example, through games, athletes increased their self-confidence and were able to ensure psychological stability when facing opponents in competition. This, in turn, had a direct impact on the wrestlers' success in competitions.

Another important result is that the inclusion of dynamic games in training programs increases the physical activity of wrestlers and enhances their overall fitness level. Compared to other traditional exercises, dynamic games generate more interest and motivation as they are conducted in a game format, encouraging athletes to feel the thrill of competition. This, in turn, improves their physical and psychological states, as the games teach athletes to fully adapt to challenges and make quick decisions. The unique characteristic of dynamic games is that they develop not only physical fitness but also reaction time and quick thinking, which are essential skills for success in wrestling.

However, incorporating dynamic games into wrestling training may present some challenges. First, some athletes may face difficulties with dynamic games as they require not only physical preparation but also mental readiness. Additionally, dynamic games may sometimes require more time than traditional exercises, which could reduce the overall efficiency of the training schedule. Nevertheless, to overcome these issues, teachers and coaches should employ carefully planned and coordinated approaches when integrating games into the training program.

CONCLUSION

The methods for improving agility in wrestlers through dynamic games have proven to be an effective tool for developing physical fitness in the training process. The research results confirm that dynamic games significantly enhance the reaction time of wrestlers, improve their physical indicators, and raise their overall level of preparation. This method boosts athletes' self-confidence, allowing them to make quick decisions and execute movements with precision. Improving reaction time and coordination through games helps enhance wrestlers' success in competitions, as wrestling demands rapid and precise responses.

Overall, improving agility in wrestlers through dynamic games serves as an effective method for strengthening physical fitness and mental state. This approach contributes to



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improving wrestlers' overall performance, increases their ability to respond swiftly, and fosters quick thinking—skills necessary for success in wrestling. Incorporating dynamic games into the training process not only enhances athletes' physical and mental condition but also contributes to increasing success in competitions. Therefore, when dynamic games are properly integrated into wrestling programs, their effectiveness reaches its maximum potential.

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