Elements of Speed Development

Vern Gambetta Gambetta Sports Training Systems

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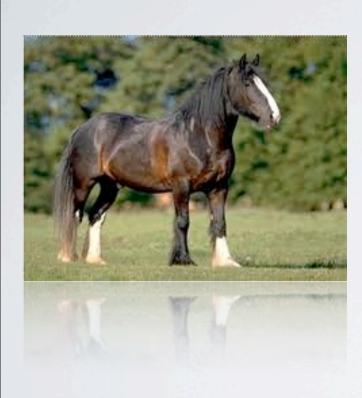
Vern Gambetta Gambetta Sports Training Systems

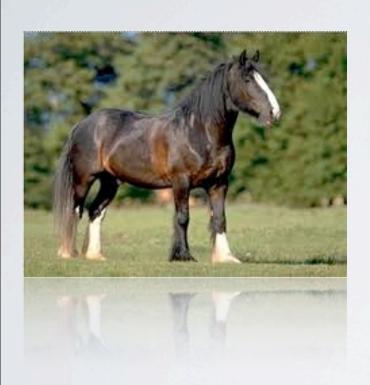
Do's & Don'ts with Particular Emphasis On Coaching The Young and Developing Sprinter

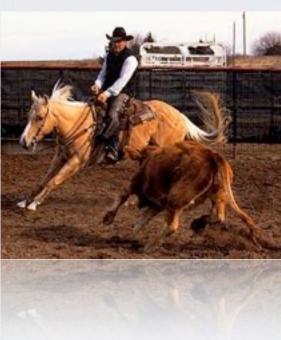


Complexity

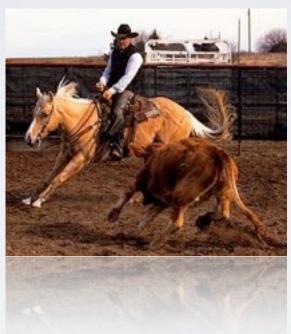
Systems cannot be understood simply by understanding the parts - the interactions among the parts and the consequences of these interactions are equally significant.

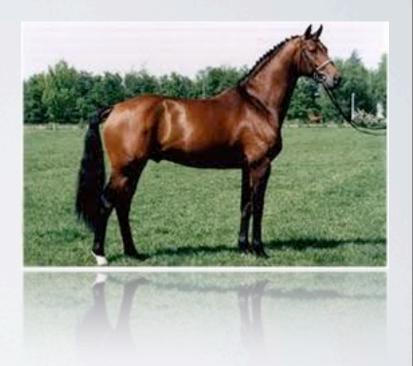




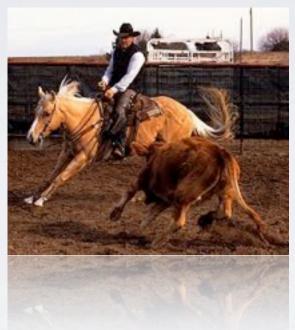






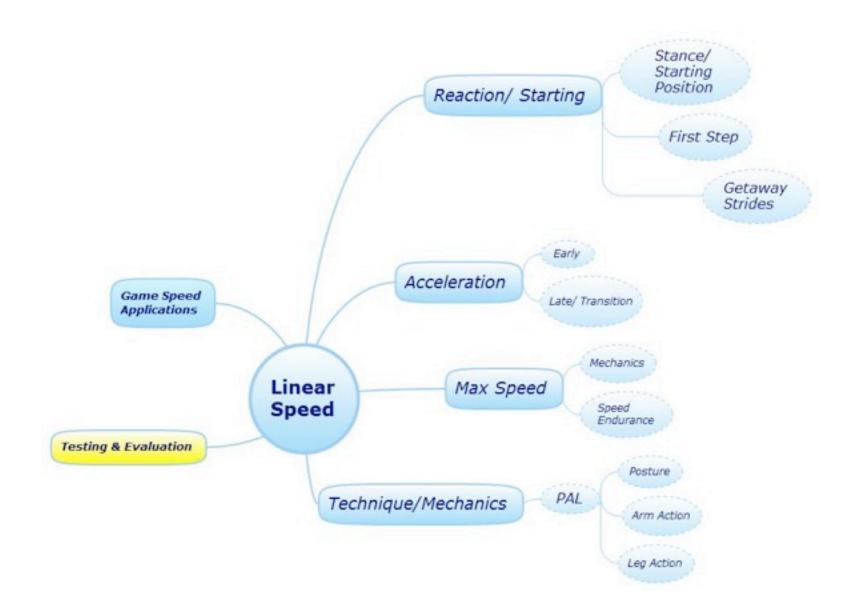








How much can you improve?



Accurate Assessment is the Starting Point

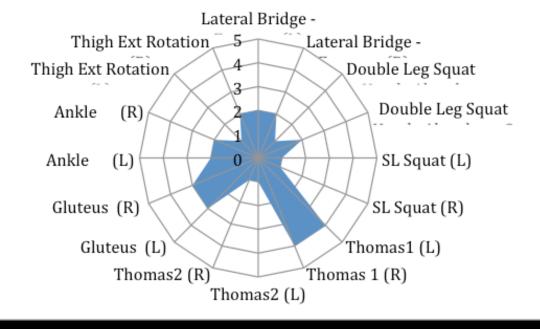
Accurate Assessment is the Starting Point

At the end of the journey all physical limitations are eradicated and the athlete is ready technically, tactically, physically and psychologically to compete to win in the competitive arena.

Accurate Assessment is the Starting Point

At the end of the journey all physical limitations are eradicated and the athlete is ready technically, tactically, physically and psychologically to compete to win in the competitive arena.

World Class 100m Sprinter



Train Fast to Be Fast!



Train Fast to Be Fast!



Train Speed In

Train Fast to Be Fast!



Train Speed In

Optimum Not Maximum

"Feel your eyelids flop"

"Feel your eyelids flop"



Work Capacity Is NOT a Biomotor Quality

Work Capacity Is NOT a Biomotor Quality



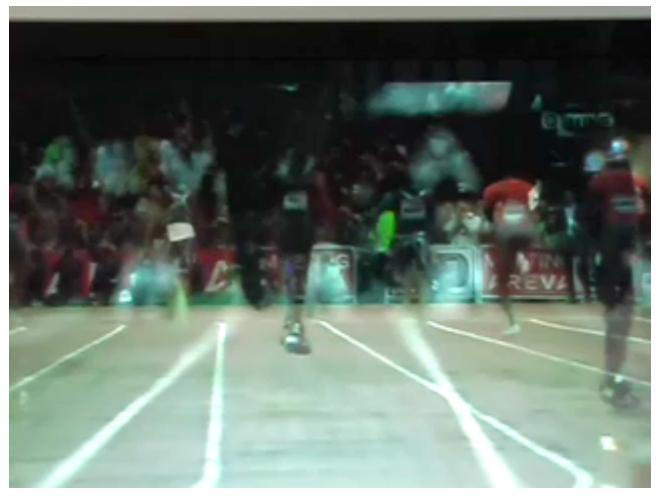
Use The Ground

Use The Ground



Use The Ground







Be Precise & Exact



Be Precise & Exact

Prescriptive To Meet Individual Needs

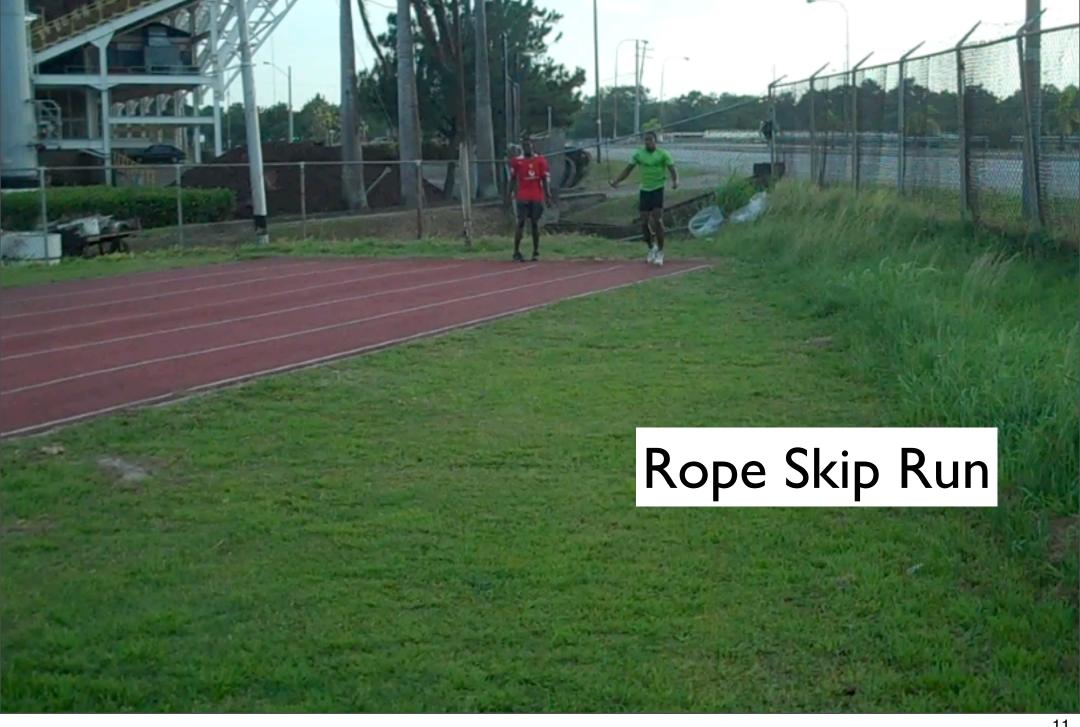


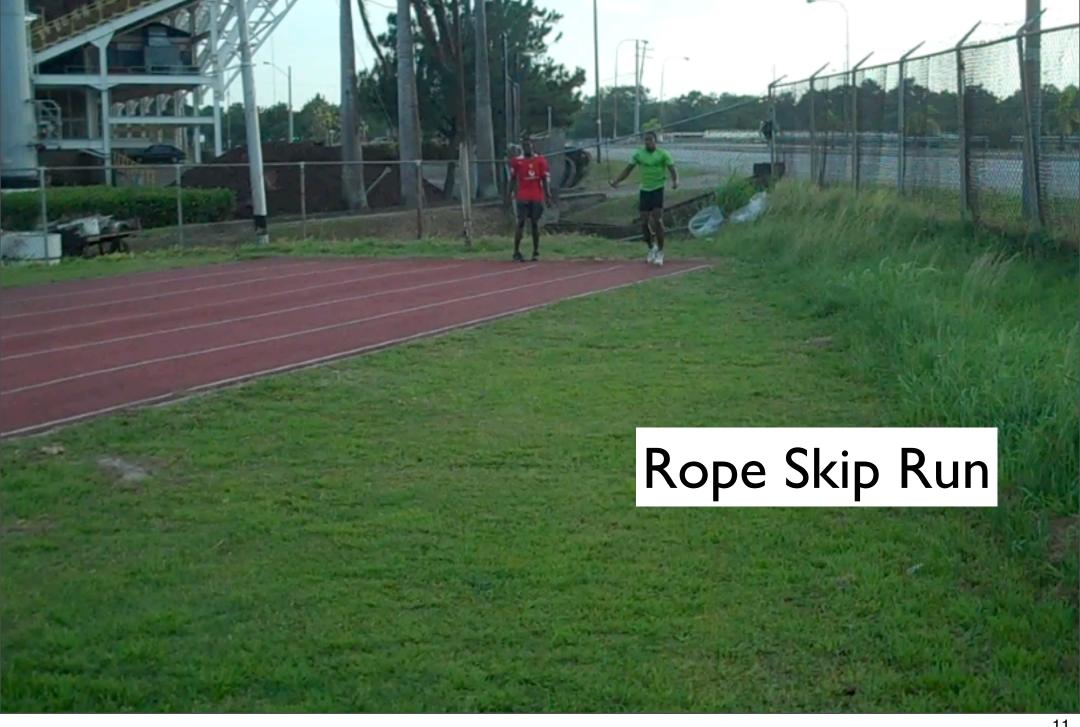
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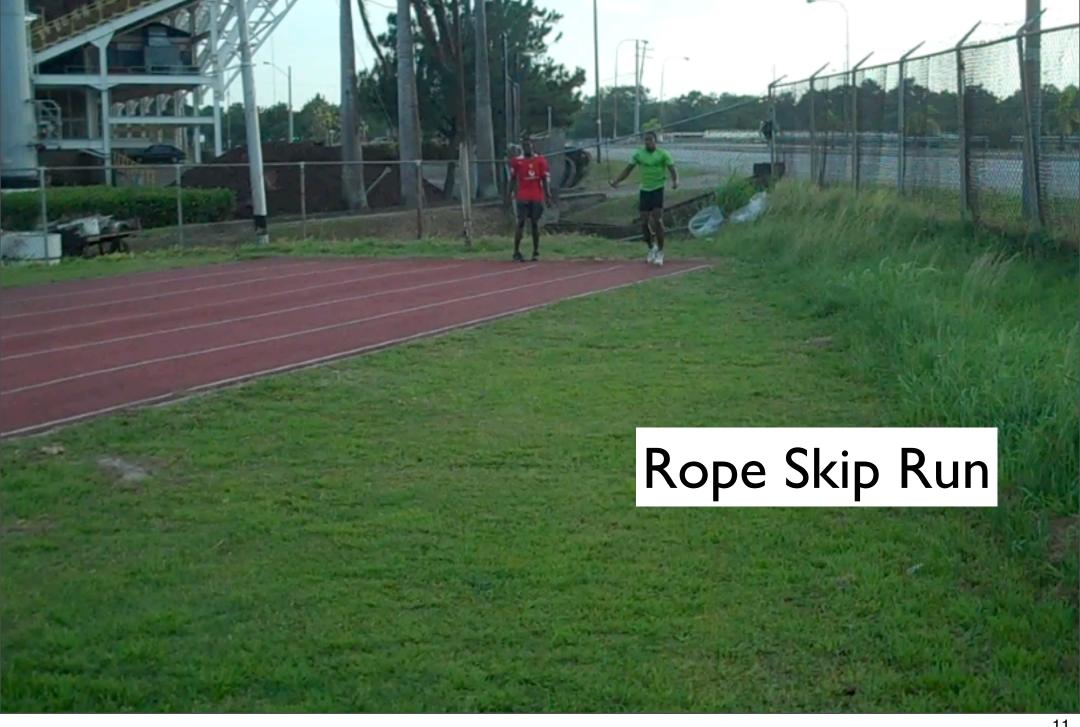
Prescriptive To Meet Individual Needs

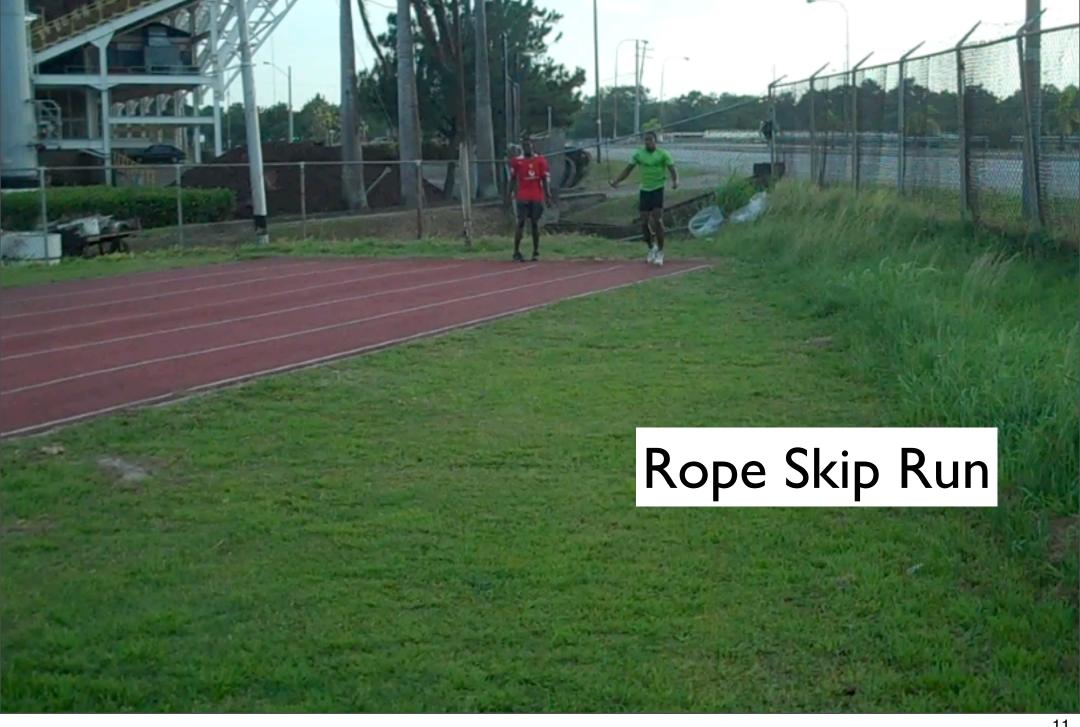
Focus on need to do, as opposed to nice to do









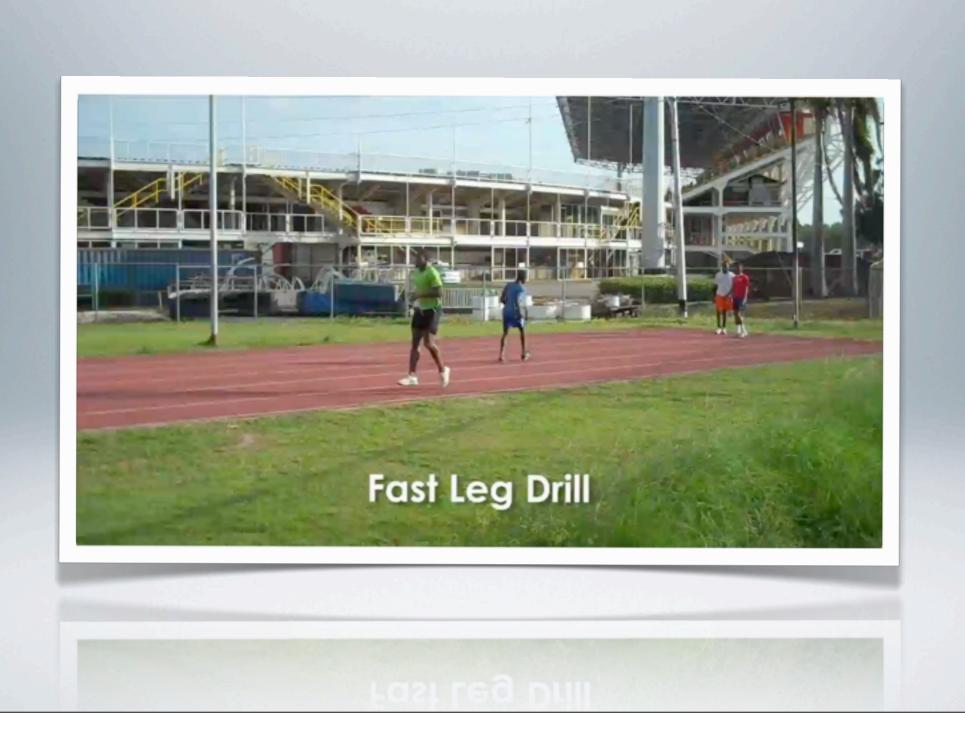






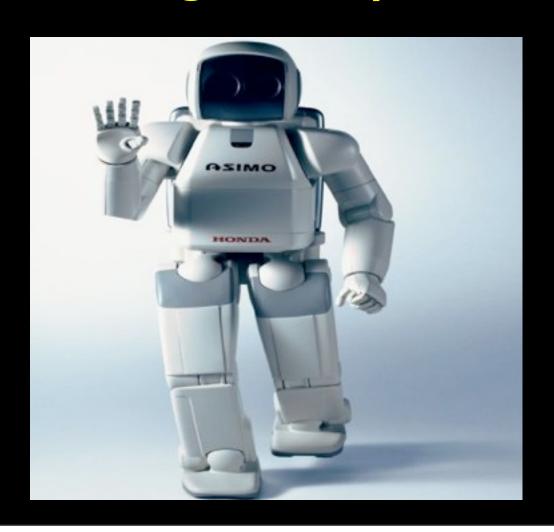


Overhead Stick Run



Technique W/O Being Overly Technical

Technique W/O Being Overly Technical





Don't Clone



Similar Is Not The Same



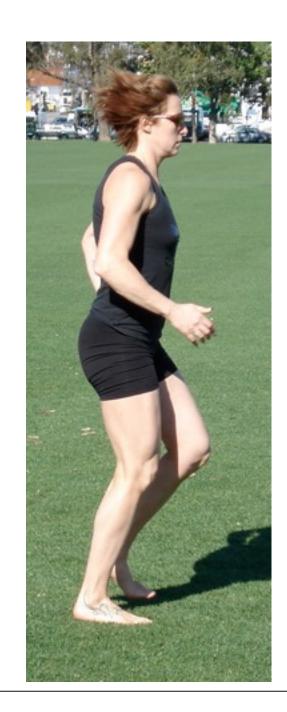
Similar Is Not The Same

Teach them to RUN
Not to drill!





Basic Sprint Mechanics



Basic Sprint Mechanics

Start



Basic Sprint Mechanics

Start

Acceleration

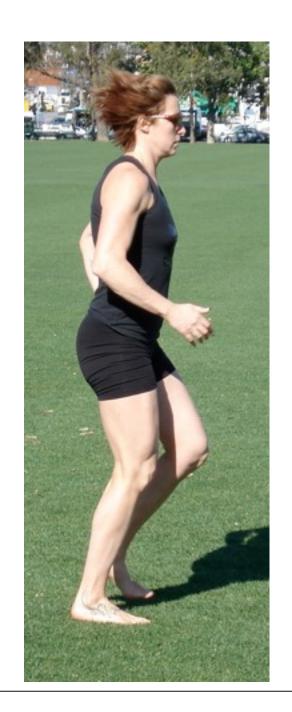


Basic Sprint Mechanics

Start

Acceleration

Turn Technique
Into Turn
In the turn
Off the Turn



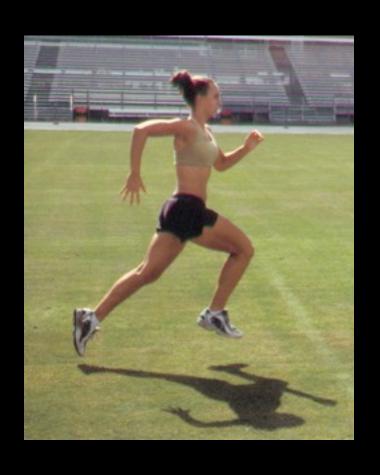
Speed - Skill (SSK)

```
Rope Skip Run
OH Stick Run
Mach Drill Series
        A1,A2, B2,A3
Stair Sprints (Every Stair - 20 Steps)
Fast Leg Combinations
Challenge Workout
        How far in ten strides using drive action
        How far in ten strides pulling sled
        How few strides in 30m using drive action
```

PAL ParadigmTM

POSTURE | ARM ACTION | LEG ACTION

Posture is Dynamic







Arm Action







Arm Action

Direction







Arm Action

Direction

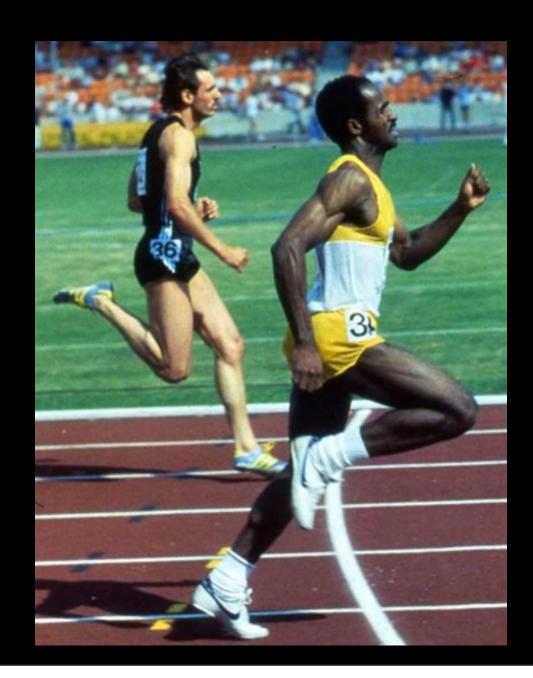
Amplitude







Leg Action











Acceleration Dynamics

Dynamic	Change
Stride Length	Short to Long
Ground Contact	Long to Short
Shin Angle	Small to Large
Velocity	Slow to Fast
Stride Frequency	Slow to Fast

Acceleration Dynamics

Dynamic

Stride Length

Ground Contact

Shin Angle

Velocity

Stride Frequency



Change

Short to Long

Long to Short

Small to Large

Slow to Fast

Slow to Fast



Highest level of neuromuscular control "Fast Coordination"



Highest level of neuromuscular control "Fast Coordination"

Short ground contact time (Reactive) Strength



Highest level of neuromuscular control "Fast Coordination"

Short ground contact time (Reactive) Strength

Highest limb speed



Make the Warm-up Appropriate for the Workouts

Make the Warm-up Appropriate for the Workouts

Reinforce Fundamental Movement Skill

Make the Warm-up Appropriate for the Workouts

Reinforce Fundamental Movement Skill

Remediate

Warm-up & Preparation

1) Mini Band Routine (Band above ankles)

Sidestep Walk - Forward/Back

Carioca

Monster Walk

2) Balance & Stability

Single Leg Squat (Hold each position five counts)

Straight Ahead

Side

Rotation

3) Basic Core – Walking Forward & Back (3 Kg Med Ball)

Wide Rotation x 20

Tight Rotation x 20

Side to Side x 20

Chop to Knee x 20 Figure 8 x 20

- 4) Lunge & Reach Series(2 reps in each plane Forward/Side/Rotational)

 Reach Up

 Reach Out & Down

 Reach Across
- 5) Crawls

 Jack Knife Crawl x 5

 Creepy Crawl x 5
- 5) Active Stretch (No more than two minutes)
 Calf Hamstrings Psoas Lats Pecs
- 6) Coordination (All @ 30 meters x 2)

Skip

Crossover Skip

Side Step

Carioca

Backward Run

High Skip

High Skip with Rotation

7) Accelerations 4 - 6 x 40 to 60 meters



















Ratios/Combinations

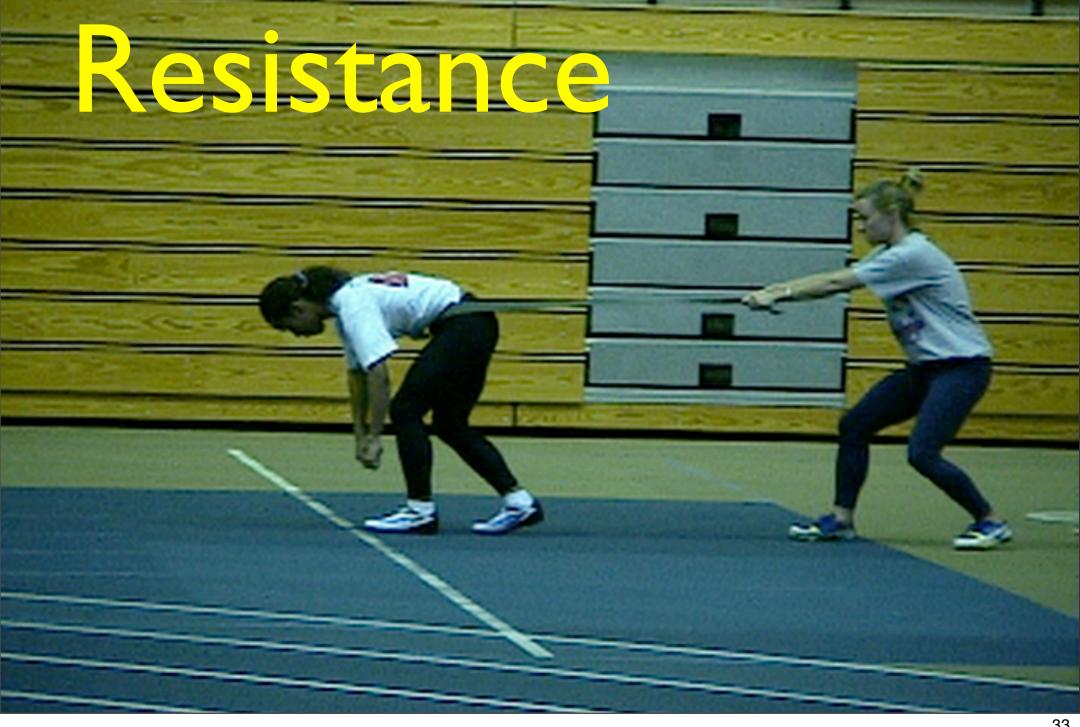
Ratios/Combinations

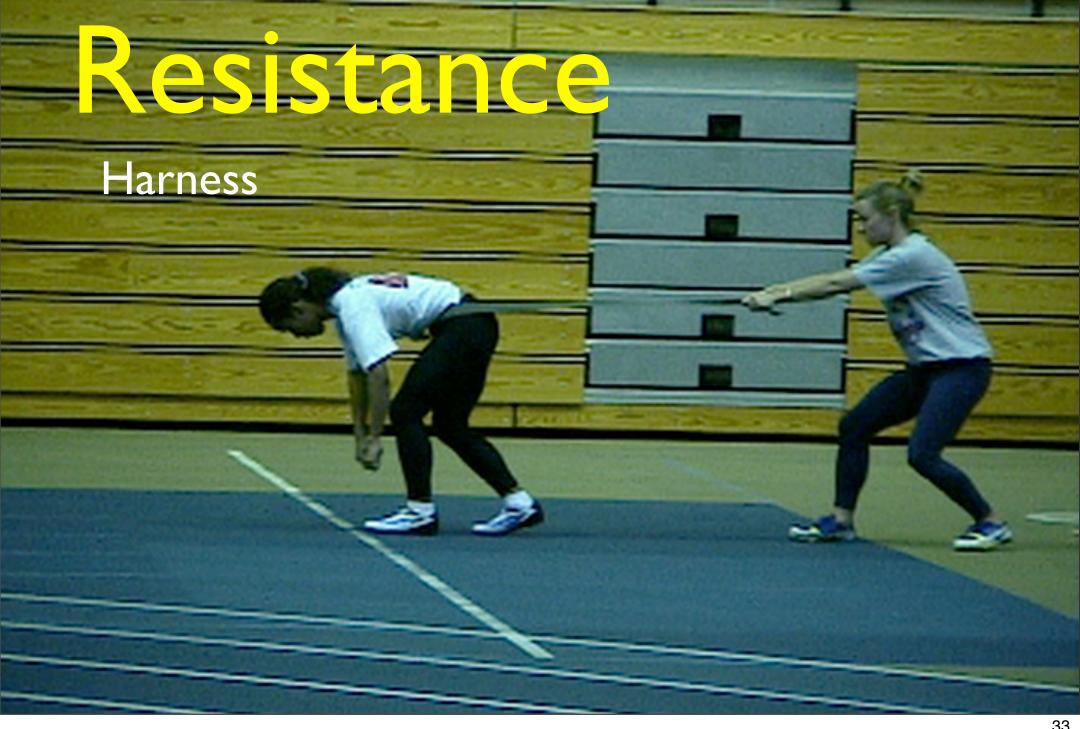
Resistance: Assistance: Normal

Ratios/Combinations

Resistance: Assistance: Normal

Assistance: Resistance: Normal





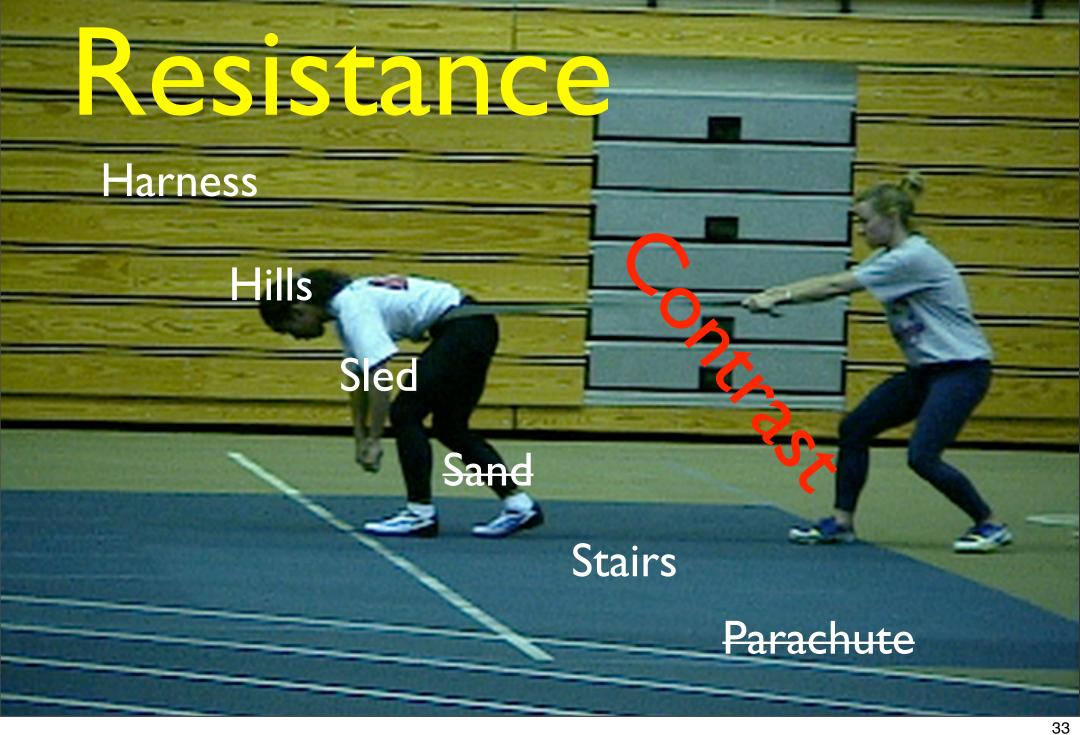












Pulley

Pulley

Downhill

Pulley

Downhill

Wind

Pulley

Downhill

Wind

Towing

Pulley

Downhill

Wind



Towing

Speed - Acceleration (SAc)

```
Rollover Start - 20m, 30m, 40m, 50m, & 60m
Block start - 20m, 30m, 40m, 50m, 60m
Sled
Harness
Contrast
Sled or Harness & release
Fast Leg Routine
Hills - Short (50 to 75 meters)
Hills - Short/Steep (30 meters) to Flat (30 meters)
```

Speed - Absolute (SAb)

Flying 10m, 20m, 30m, 40m, 50m, 60m
Towing 20m up to 100m
Towing + Release/Free 30 - 40m
Downhill 30 - 50m
Downhill to Flat 30 - 50m
Sprint-"Float"-Sprint - 20,20,20 or 30,30,30

Speed Endurance(SE) - Short

ASSE (Alactate)

Distance: 30 to 60 meters

Volume: 3 - 5 sets of 4 - 5 runs

Recovery: 45 to 90 sec between runs & 3 - 5 minutes

between sets

Intensity: 90% to 95% effort sprints

Speed Endurance(SE) - Short

GSSE (Glycolitic)

Distance: 40 to 80 meters

Volume: 3 - 5 sets of 5 runs

Recovery: 30 to 60 sec between runs & 3 minutes

between sets

Intensity: 90% to 95% effort sprints

Speed Endurance(SE) - Long

Distance: 100 to 350 meters

Volume: 3 - 5 runs

Recovery: 2 to 3 minutes between sets

Intensity: 95% - 100% effort

6 x 150m

3 x 200 m Cutdowns

200,250m, 200

 2×200 m with 30 sec rest

 $3 \times 300 \text{m}$

Ladders - Up or Down

150m, 300m, 200m

Broken Sprints

Maximum distance runs 20 - 40 sec

Water

Special Endurance - SpEnd (Race Hardening)

Distance: 150 to 500 meters

Volume: 2 - 3 Runs

Recovery: Full

Intensity: 100% effort runs

Intensive Tempo Endurance - ITE

(Mixed aerobic and anaerobic work)

Distance: 110 to 400 meters

Volume: 6 to 12 runs or 2 - 3 sets of 6

Recovery: 1 to 5 minutes between runs or HR to 120 -

130 bpm

Intensity: 80% to 90% effort runs

Hills

Repeats

Continuous

Combo - Hills & Flat

Sets

Water

Extensive Tempo Endurance - ETE

(Aerobic work)

Distance: 80 to 400 meters or continuous runs up to 20 minutes

Volume: 8 to 24 runs total or 2 - 3 sets of 6 to 8 reps

Recovery: 30 sec to 3 min between runs

Intensity: 60% to 80% effort runs

```
Aerobic Capacity [AC] > 200m
Aerobic energy system <80% of predicted performance
45 sec or less between reps and 2 minutes or less between sets
Diagonals - Continuous for 6-8 minutes
30/30's
90 sec + 10 second fast
Water
```

Aerobic Power [AP] > 100m
Aerobic energy system 70-79% of predicted performance. 30-90 sec rest between reps and 2-3 minutes rest between sets.

6 x 100m with 30 sec recovery (2-3 sets)
Diagonals- sets of 6-8 reps (2-3 sets)
200m x 6 on a 2 minute cycle
Water

Strength Training

Coordination training with appropriate resistance to handle bodyweight, project an implement, resist gravity and optimize ground reaction forces

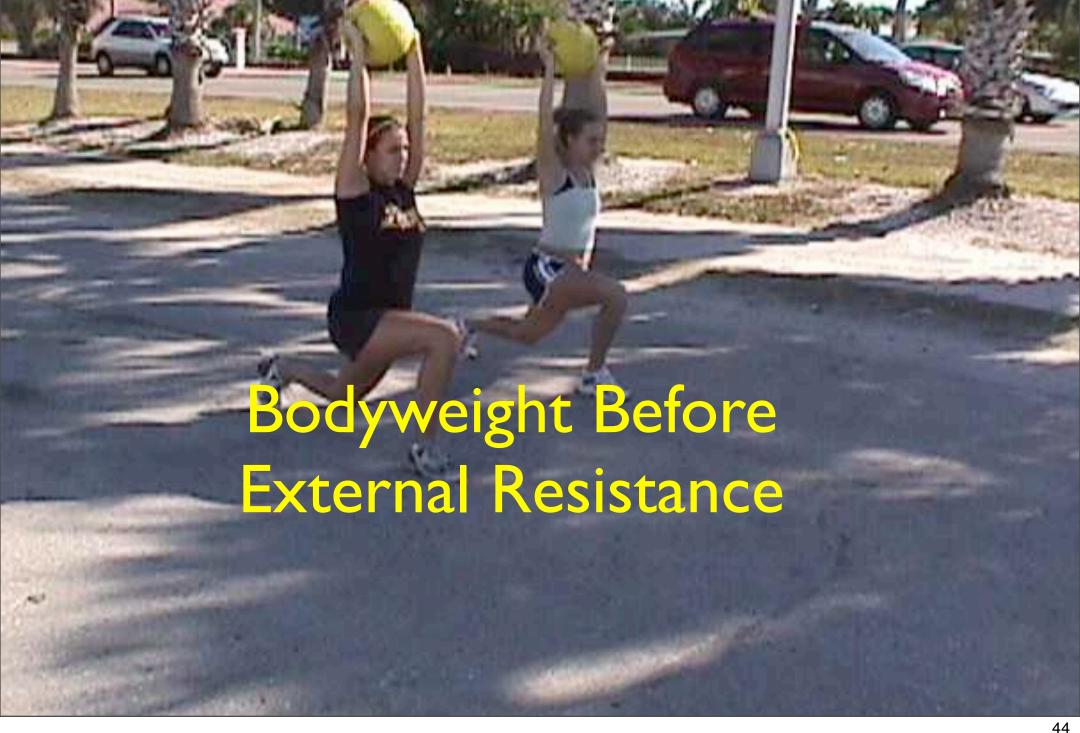


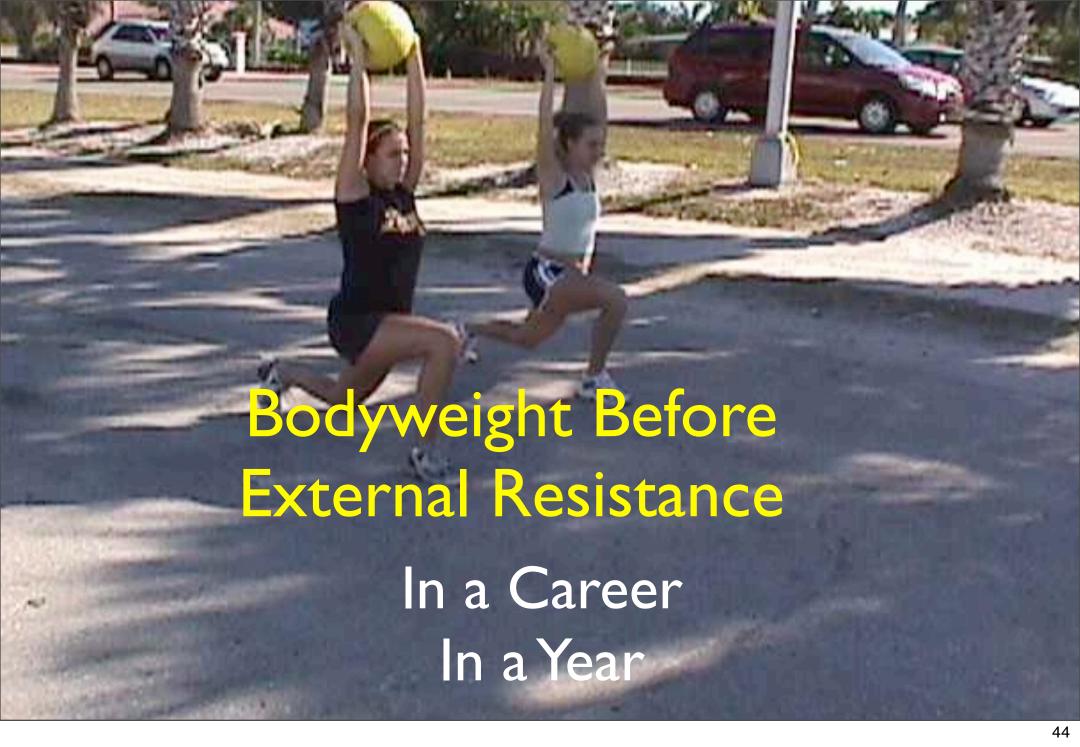












Strength Training - Phases
Foundational
Basic Strength
Power Endurance
Max Strength

Strength Training

Strength Training

Total Body
DB High Pull
DB Snatch
Jump Shrug (Db)
Dumbbell Complex

Strength Training

```
Total Body
DB High Pull
DB Snatch
Jump Shrug (Db)
Dumbbell Complex
```

```
Lower Body
SLS
BW Squat
Lunge
Step-up
Mini Leg Circuit
½ Leg Circuit
Full Leg Circuit
```

Strength Training

Upper Body

Push-ups

Pull-ups

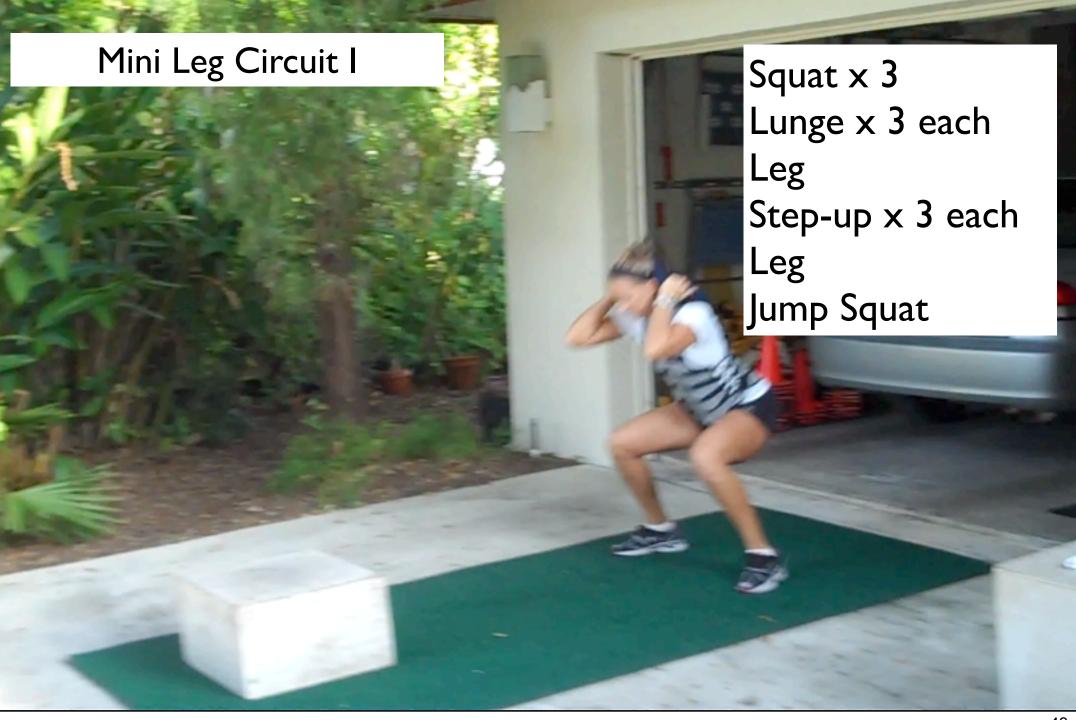
Pullovers

Rows

Front Pulldowns

High Step-up





1/2 Leg Circuit

Squat x 10
Lunge x 5 each Leg
Step-up x 5 each Leg
Jump Squat x 5

Leg Circuit

Squat x 20
Lunge x 10 each Leg
Step-up x 10 each Leg
Jump Squat x 10



Dumbbell Complex
High Pull x 6
Alt Press x 6 each
Squat x 6
Row x 6 each arm

Power

Power

```
Jumps
Stiffness Jumps
Hurdle Jumps
Hops
Bounds
```

Power

Jumps
Stiffness Jumps
Hurdle Jumps
Hops
Bounds

Throws

OHB

FTL

Squat Throw

Wall Series

Flexibility
Dynamic
Static



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