



Sprinting

MECHANICS OF SPEED

Lots of People to Thank: USTFCCCA

- Dan Pfaff
- Loren Seagrave
- Steve Silvey
- Charles Lancon
- Boo Schexnayder
- Gary Winckler
- Kebba Tolbert
- Vince Anderson
- Many others who have contributed throughout the years like Tom Tellez, Dr. Joe Vigil, Todd Lane, Dick Booth.....

Sprinting Myths

- I have to get out of the blocks fast
- Rate trumps length
- Sprinting is a cyclic action
- My arms have to stay in a plane
- I have to lengthen my stride on the backstretch
- Acceleration in the 400 is not the same as in shorter sprints
- I can't sprint fast early in training

RATIONALE: Newton Was Really, Really Smart

Coaching to a Model

- SIMILARITY BETWEEN BIOMECHANICAL EFFICIENCIES
- LAWS OF MOTION AND MECHANICS APPLY TO EVERYONE
- MECHANICAL PRINCIPLES PRODUCE A MODEL
- INDIVIDUALS WILL HAVE SOME UNIQUENESS
- MECHANICS OF SPEED CANNOT BE COMPROMISED



OUR GOAL

- OUR GOAL IS TO MINIMIZE DEVIATION FROM THE STANDARD ESTABLISHED THROUGH SOUND SCIENTIFIC PRINCIPLES OF TRAINING and WORK TOWARD A MODEL NOT THE EXCEPTION

PHYSICS
FUN-
DAMENTELS



MAY THE
F=MA
BE WITH YOU

WHAT IS FORCE?

- FORCE IS A VECTOR QUANTITY
- RESULTS FROM BOTH MAGNITUDE AND DIRECTION
- VERTICAL FORCES
- PUSHING MECHANICS



***“Vertical Force Production
is the key component of top-end and
that in turn influences the ability to
maintain a slight increase in
stride length and stride frequency”
—Dan Pfaff***



***“To go faster, you need more
force. The more force you
apply, the higher you
will rise off the ground.”
—Charlie Francis***



APPLICATION OF FORCES

- PAY ME NOW OR PAY ME LATER
- Magnitude and Direction of forces applied properly during the initial stages of a race will inherently affect posture, stability, and force production in later stages of the race.
- Gross postural and mechanical inefficiencies early will lead to both accelerative and distributive issues later in the race.



CONCEPT OF STIFFNESS

- REFERS TO THE ABILITY OF THE LEG TO ACT LIKE A SPRING
- MOMENTUM IS DEVELOPED DURING ACCELERATION
- BODY WILL MOVE AT SAME RATE UNLESS ACTED UPON BY UNBALANCED FORCES
- TWO EXTERNAL FORCES WILL CAUSE DECELERATION
- POSTURAL CORE STABILITY AFFECTS SPRINTING ABILITY
- LEG STIFFNESS INCREASES VERTICAL IMPULSE, SHORTENS GROUND CONTACT TIMES, AND INCREASES ELASTIC RETURN



Acceleration: The Start Looks like?

- BIG AMPLITUDE OF MOVEMENT IDENTIFIED BY BIG PUSHES AND LONG ARMS AND LEGS
- FORWARD LEAN FROM ANKLE
- POSTURAL ALIGNMENT FROM HEAD THROUGH SPINE
- TRIPLE EXTENSION
- LOW HEAL RECOVERY
- GRADUAL PROGRESSION OF BODY ANGLES
- LONG GROUND CONTACT TIMES
- ACUTE ANGLES OF THE SHIN

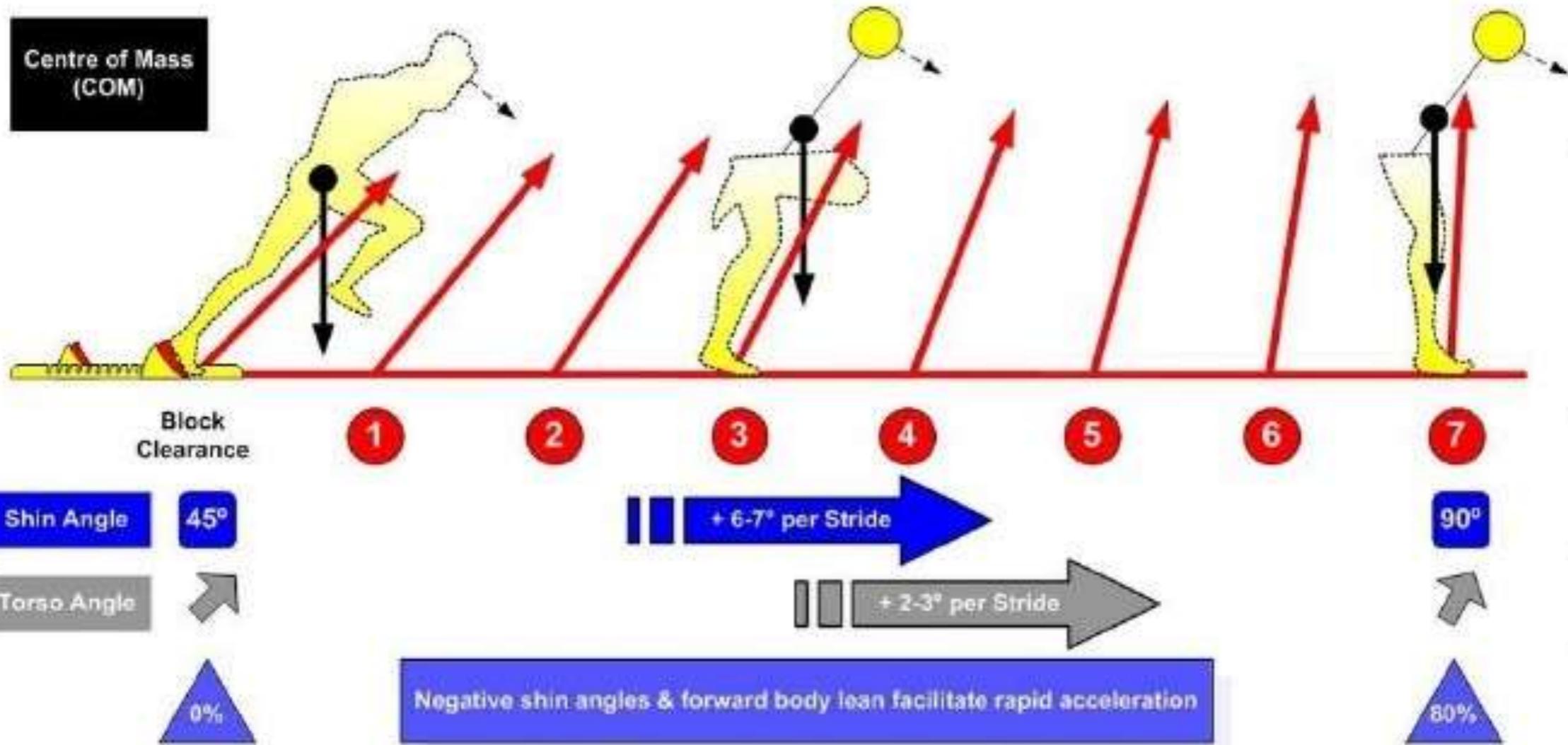


Acceleration: The Start Cues

- Big Push, Big Split
- Knees to Chest
- Stay on Front Pedal
- Push off both feet
- Feel feet behind you
- Push, Push, Push
- Step Over the Ankle
- Push down to Stand Up
- Push yourself up



Drive Phase Mechanics



Start of Drive Phase:

- > Shin angles at 45° to facilitate maximum displacement from blocks
- > Torso angle matches shin angle on foot strike (straight line head to toe)
- > Extremely exaggerated arm action to counterbalance extreme forward rotations

Key Coaching Points:

Monitor smooth transition of 1. Shin angles and 2. Torso angle

Other key points to focus on: 3. Arm action, 4. Good posture (straight back, head in neutral position relative to spine), 5. Piston legs and low heel recovery

End of Drive Phase:

- > Shin angle at foot strike is perpendicular to ground
- > Torso remains slightly inclined
- > Arm action still slightly exaggerated to counterbalance slight forward rotation resulting from incline body lean

THE ACCELERATION PROCESS



Tracing Common Faults: Result-Cause Relationships

- **Stepping Out**
- **Popping Up**
- **Lateral Deviation**
- **Bend at waist instead of entire body lean**
- **Impatience in drive mechanics**
- **Incorrect start position**
- **Any others?**

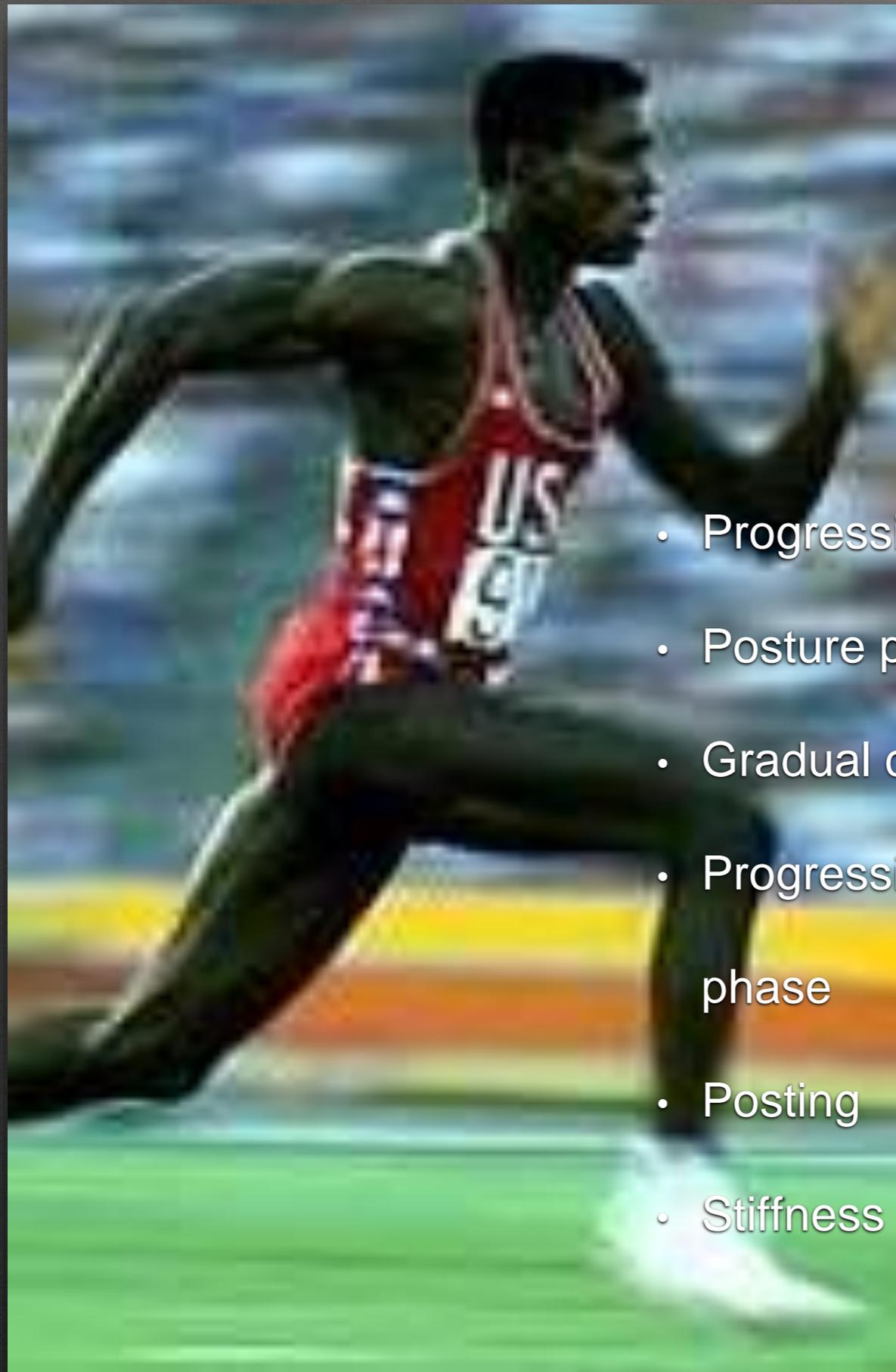
Synthesis

- 2 point
- Rolling
- 3 point
- 4 point
- Blocks



Synthesis





Transition: Looks Like?

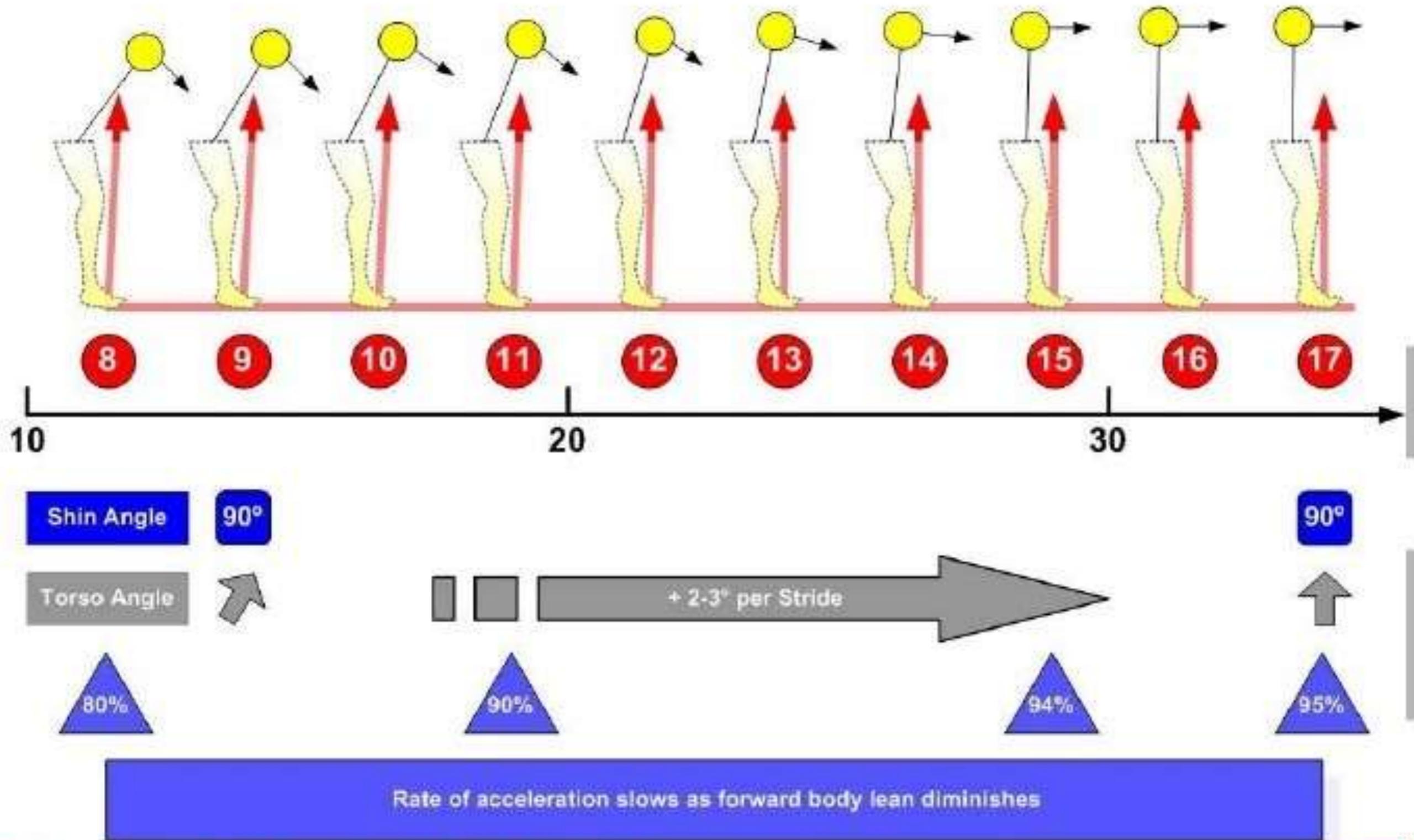
- Progression of body angles to upright
- Posture preserved from accelerative posture
- Gradual changes in limb movement magnitude
- Progressively higher heel recovery during swing phase
- Posting
- Stiffness conserved



Transition: Cues

- Push up to post
- Push yourself tall
- Cheek to cheek
- Step over ankle
- Step over the calf
- Step over the heel

Transition Phase Mechanics



MAX VELOCITY: LOOKS LIKE?

- PUSHING KINETICS CONSERVED
- UPRIGHT POSTURE (POSTING)
- DYNAMIC ARM SWING
- OCCILATION OF THE SHOULDERS
- HIGH KNEE RECOVERY
- FRONT SIDE DOMINANCE
- RELAXATION IN FACE, SHOULDERS, HANDS
- FOOT CONTACT UNDER HIPS
- VERTICAL SHIN ANGLE AT GROUND CONTACT
- FOOT CONTACT UNDER HIPS
- PRE-ACTIVATION PRIOR TO GROUND CONTACT
- NEUTRAL ALIGNMENT OF HEAD, NECK, SPINE,
PELVIS



MAX VELOCITY: CUES

- Slam elbows down
- Step over the knee
- Feel everything in front
- Run tall and bounce
- Push up...or...Push Down
- Feel the feet under you
- Post Up, Stand Tall



Maximal Velocity Mechanics



Training Modalities

- Accelerative Sprinting
- Block Starts
- Hill Runs
- Bounding + Multi-jumps
- Absolute Speed Development
- Wickets
- Resistance Runs including Sleds
- Speed Endurance
- Specific Strength work
- Technical Training

MOTOR LEARNING PROGRESSION

- Acceleration Development



- Max Velocity/Absolute Speed Development



- Speed Endurance

THANK YOU

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Tell them you liked me!!