

TRACK & FIELD WEEKLY COACHING GUIDE

RUNNING FORM

Week 1	Standing Crouch Position
Week 2	45 Degree Lean at Start
Week 3	Running Tall, Quiet Form
Week 4	Arm Pump, "Smile to Pocket"
Week 5	High Knees

RUNNING LONG JUMP / STANDING LONG JUMP

Week 1	"Tall" Posture	Wide Stance - parallel feet
Week 2	6-8 Step Approach	Rock Rhythm - bend knees / swing arms
Week 3	Knee Lift	Take Off - forcefully swing arms forward
Week 4	Take Off Accuracy	Jump off both feet & high knee tuck
Week 5	Maximum Controllable Speed	Fully extend

HIGH JUMP

Week 1	Running the J - "J-shaped" approach
Week 2	Jump and roll out
Week 3	8 Step approach (accelerate, bound, take-off)
Week 4	Take-off (placement of take-off foot and knee drive)
Week 5	Use of arms - wide to narrow action

BASEBALL THROW

Week 1	Grip
Week 2	Stance
Week 3	Windup
Week 4	Follow-Through
Week 5	Run-Up

SHOT PUT

Week 1	Difference between push and throw	
Week 2	Proper hold and hand position (in fingers not in palm)	
Week 3	Place in neck and elbow out	
Week 4	Stance (side on, legs wider than shoulder)	
Week 5	Release (high elbow, chicken wing, lean back, point to sky, high five to the sky)	

WARM-UP ROUTINE

- Benefits:
 - Warms the body in preparation for meets and practice
 - Enables a more productive workout
 - Reduces risk of injury
 - o Provides time for team building
- Suggested Activities/Drills:
 - Take a lap around the track or infield
 - Complete a series of "runner's drills" 30-50 meters
 - A skips
 - Butt kicks
 - High knees
 - Karaoke / Grapevine
 - Striders (start slow, gradually build up to full speed, then coast to a stop)
 - Static Stretches
 - Head, hip, and arm circles
 - Toe touches
 - Calf, hamstring, and guad stretches
 - Butterfly stretches
 - Hurdler stretches

RUNNING FORM / TECHNIQUE

- Suggested Focus Areas/Activities/Drills:
 - Practice starts (either standing start or 3-point stance)
 - Focus on form and quick/aggressive first step and powerful arms
 - First 2-3 steps should be at a 45-degree lean
 - Running "Tall" and good form
 - No bending/twisting at waist
 - Quiet head no side-to-side movements look straight ahead
 - High, powerful knees
 - Arms pumping at 90-degree angle: "smile to pocket" no cross-body movements
 - Landing and pushing off balls of feet, especially for short sprints
 - Relaxed body, still shoulders
 - o Practice running in own lane, especially for younger grades
 - o Run straightaways and curves (lean into curves and run on the inside of the lane)
 - Practice relay hand-offs and baton handling drills

NOTE: Consider timing the athletes when running race distances in practice (and at meets, if possible). This will help them have a baseline of how fast they're going and will encourage them to push themselves to improve week over week.

LONG JUMP

RUNNING LONG JUMP

- Suggested Focus Areas/Activities/Drills:
 - Determine "Take-Off" leg
 - Have athlete take 3-5 step approach to kicking soccer ball
 - The plant leg is usually the "take-off leg"
 - The kicking leg is usually the "quick leg"
 - o Technique
 - 6-8 step approach discourage longer approaches so they aren't burning energy
 - First step forward is with the "quick leg"
 - Max controlled speed about 90% of full speed
 - Solid "tall" posture (no waist bend or head movement)

- Take-off
 - Bend knee of take-off leg slightly
 - Push off aggressively and with lots of power
 - Lift knee of "quick leg" aggressively for heigh
 - Use both arms and swing forward
 - Fall forward in pit
- Run 6-8 steps back from take off board so athletes know where to start their approach
- o Practice "run throughs" so athletes are consistently hitting the same spot on the take-off board
- Practice "pop ups" similar to run throughs but jump off "take off leg" with a high knee drive from "quick leg" (no full jump)
- o Have athletes visualize a spot in the pit to try to jump to

STANDING LONG JUMP

- Suggested Focus Areas/Activities/Drills:
 - o Standing at the concrete edge, athletes should stand with feet about shoulder width apart
 - o Bend knees and move arms up and down 3 times (this should be a fluid motion)
 - EXPLODE from BOTH feet extend both arms forward, bring knees up towards chest and then forward to land on both feet
 - Have athletes visualize a spot in the pit to try to jump to

HIGH JUMP

- Suggested Focus Areas/Activities/Drills:
 - Run in circles in front of high jump mat helps athletes get comfortable with the angles and approach
 - Progress to running in a "U" shape towards and in front of the mat (you can do this from both sides so athletes can determine which side they'll eventually want to start from)
 - Practice jumps and rotations (not the full approach and jump)
 - Athletes stand in front of mat (facing away from it) jump up and land on back and then
 roll backwards on the mat. This helps them get used to being in a backward position and
 comfortable landing on the mat before even taking their first jump.
 - Practice run and approach to the pit (approximately 6-8 steps away from mat in a J shape) athletes can flop to the mat (no bar is needed for this exercise)
 - Eventually progress to putting up the bungee and have athletes attempt jumps

NOTE: Be patient with introducing the bar. This will help develop confidence and proper technique first.

BASEBALL THROW

- Suggested Focus Areas/Activities/Drills:
 - Teach Grip
 - Ball should rest in the fingers; minimize contact with palm
 - Middle three fingers are positioned behind the ball while thumb and pinkie support the outside of ball
 - Focus on Stance (if throwing from standing position)
 - Feet shoulder width apart
 - Body quarter turn away from the target
 - Feet should be straight ahead or slightly toward the target
 - Windup
 - Non-throwing arm extends forward
 - Throwing arm extended back as far as possible
 - Palm of throwing hand should face upward on last part of windup
 - Follow Through
 - Throwing arm extends fully across the body while the athlete bends at waist

- o Add a "Run Up"
 - To increase distance, many athletes will add a one or two step approach to their throw
 - Essentially, all of the skills described are the same, they happen more quickly
 - The additional motion created by the "run-up" adds complexity to the throw. All of the above happen more quickly
 - A common consequence is that the hips do not open up fully which limits the distance of the throw
 - The other common consequence of the "run-up" is the extended follow-through caused by the forward momentum. Be sure the athletes give themselves additional space in the throwing area so they do not scratch.

NOTE: Focus on proper throwing mechanics before introducing the "run up"

SHOT PUT (4 POUND SHOT)

- Suggested Focus Areas/Activities/Drills:
 - Teach proper hold fingers, not palm so the shot doesn't slip out (the shot needs to be touching the neck so it doesn't become a throw)
 - High elbow helps keep as a push not a throw
 - o Teach proper stance turn to the side, legs wide (helps with balance and power)
 - Release point to the sky with opposite arm (helps with angle of release to gain more distance),
 then push and follow through with a "high five to the sky" (also helps with angle of release)
 - o Practice technique with a bean bag this can even be done with a partner
 - o Practice adding power by bending down lower and twisting before pushing
 - o Encourage kids to say or yell "PUSH" when they release the shot

NOTE: Ensure safety! There should be plenty of space between throwers and others. Also, we will not teach the "shuffle" at this stage.

RELAY EXCHANGES

4X100 METER RELAY

- Suggested Focus Areas/Activities/Drills:
 - Introduce basics of baton passing technique demonstrate in a stationary position first
 - Emphasize holding baton at the bottom (not at the top or middle)
 - Practice basic baton pass (stationary)
 - Athletes line up in a single file line at arm's length apart
 - The person at the rear is given the baton
 - Practice passing the baton down the line (turn around and repeat)
 - o Practice in the "exchange zone" on the track (marked with triangles in each lane)
 - Determine which hand the incoming and outgoing runner will use
 - Incoming runner starts about 20M behind exchange zone
 - Outgoing runner stands about 5 walking paces inside the exchange zone, looking back over their shoulder
 - Incoming runner runs at speed toward outgoing runner. As soon as they reach the
 exchange zone, the outgoing runner turns and runs at speed with their receiving hand
 extended.
 - Incoming runner places the baton in outgoing runners hand before the end of the exchange zone.

NOTE: Both runners should be IN MOTION during exchange.

50M SHUTTLE RELAY

- Suggested Focus Areas/Activities/Drills:
 - All runners use a normal running action wile carrying the baton (don't run with arm extended)
 - Runners carry the baton at the bottom end

- To pass the baton, the incoming runner holds the baton vertically with an extended arm when nearing the receiving runner
- The incoming runner approached slightly to the side of the receiving runner to avoid collisions or having to slow down
- The receiving runner waits for the incoming runner with their feet in a standing start "set" position with their hand extended to accept the baton
- The baton is received with the arm extended at chest height (not in front of face)

SPEED, STRENGTH, & AGILITY

- Suggested Activities/Drills:
 - Do a series of repeats (i.e. do 4 50 meter sprints to work on speed)
 - o Incorporate running games to work on agility, speed, and endurance
 - Sharks and minnows
 - Red light, Green light
 - Tortoise and the Hare (formerly known as "Indian Run")
 - Duck, Duck, Goose
 - Run stadium stairs or hills
 - Use short agility hurdles or agility ladder
 - Do conditioning exercises
 - Squats
 - Lunges
 - Calf raises
 - Wall sits
 - Sit ups
 - Pushups
 - Jumping Jacks
 - Burpees
 - Plyo jumps

******Please feel free to incorporate your own ideas. Get creative and have FUN!********

Coordinators and VPs are here to help you make coaching easy and fun for the kids so please come to us if you need assistance!