

AGILITY & SPEED DEVELOPMENT

An abstract graphic consisting of several overlapping, wavy, blue lines that create a sense of motion and fluidity. The lines are in various shades of blue, from a light, almost white hue to a deep, dark blue, and they flow across the bottom half of the page.

SPEED DEVELOPMENT



TERMINOLOGY

- **SPEED** - The ability to achieve a high velocity.
- **AGILITY** - The ability to change direction without the loss of speed, strength, balance, or body control.

MORE TERMINOLOGY...



- FORCE - The ability to change an object's state or rest or motion.



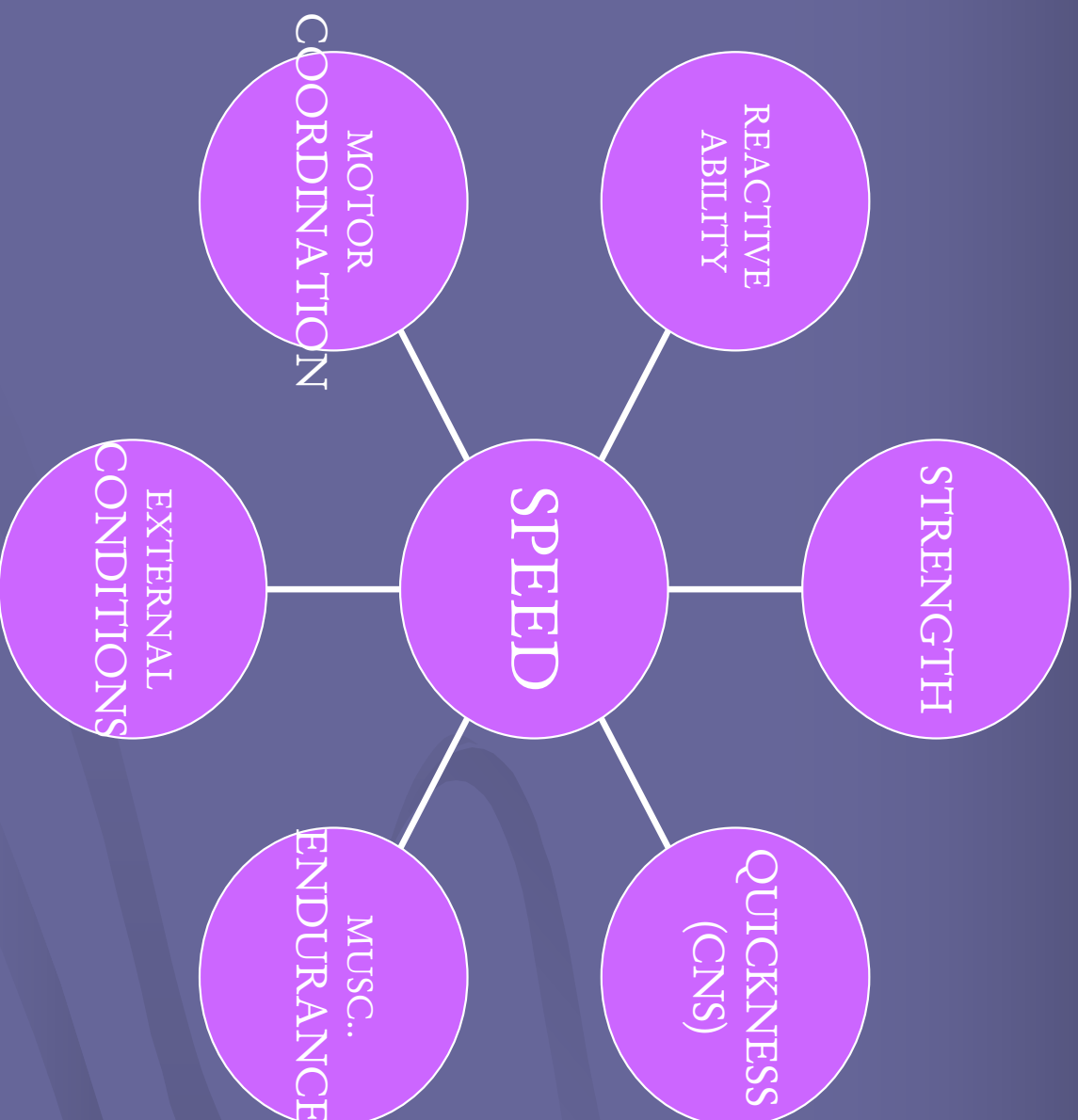
- STRENGTH - The ability of a person to exert force on physical objects using their muscles.

SHE BLINDED ME WITH SCIENCE!

- **IMPULSE** – the essence of movement.
 - Force X Time
 - Greater the impulse, faster and farther the movement.
- **POWER** – how fast the force is applied
 - $\frac{\text{Force X Distance}}{\text{Time}}$



FACTORS DETERMINING SPEED OF MOVEMENT



THE BOTTOM LINE!

- SPEED = STRENGTH
- AGILITY = STRENGTH
- The most effective speed/agility training tool is the weight room!
 - Strength and Power are the FOUNDATIONS to speed/agility development.

WAYS TO INCREASE SPEED

- Stride Rate - How fast the foot can return to the ground, increasing the number of foot contacts in a given amount of time.
- Stride Length - The actual distance covered with each step taken.
- Starting Ability (Acceleration)

STAY GROUNDED

- Faster running speeds are achieved with greater ground forces in relationship to mass... put more force into it... and you cover more of it!



SPRINT TECHNIQUE

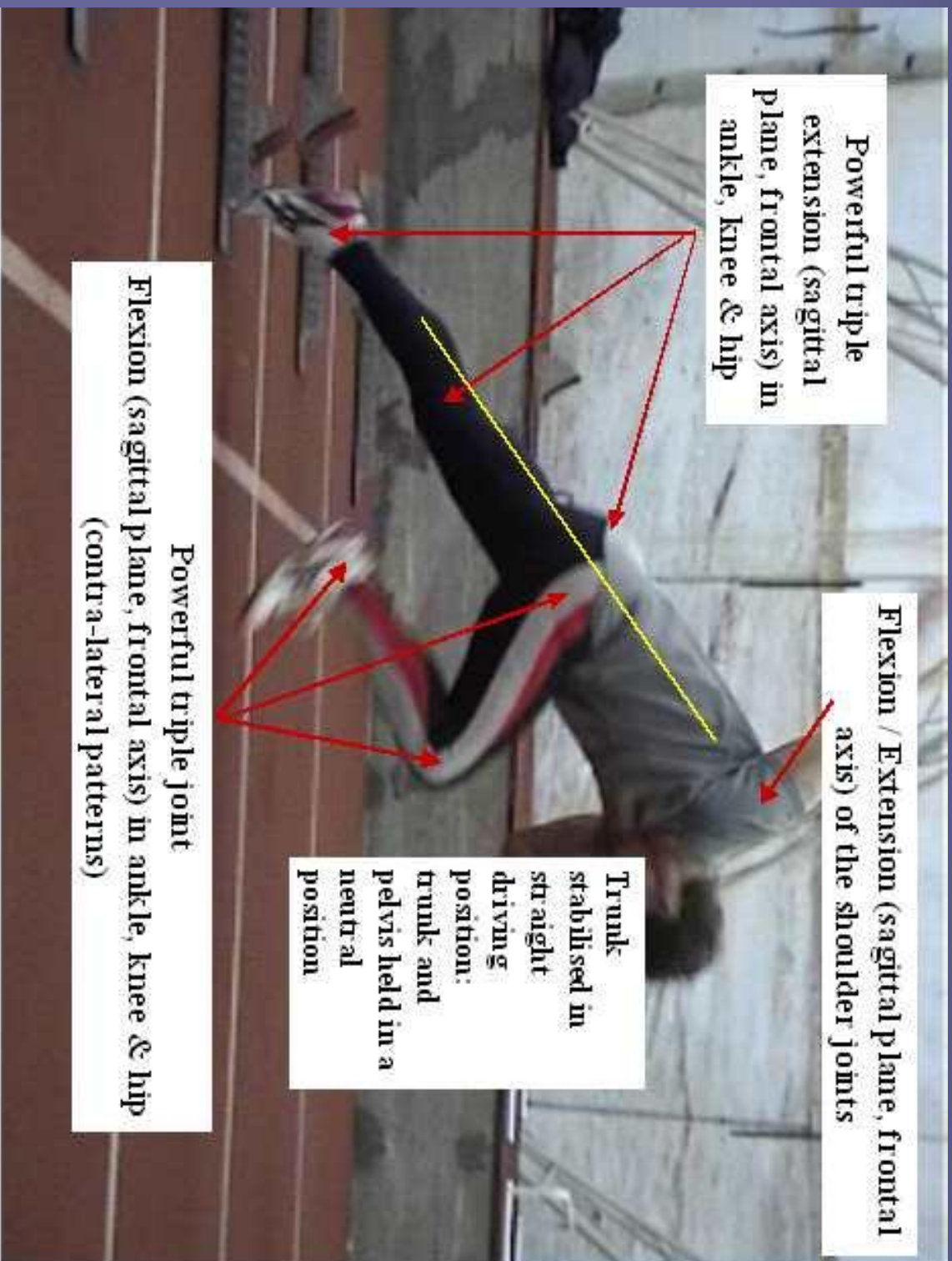
- **POSTURE**
 - Eyes up
 - Shoulders ahead of hips
- **ARM ACTION**
 - “Relaxed hands”
 - Elbow at 90°
 - “Hammer the nail”
- **LEG MOVEMENT**
 - Foot strike under hips
 - Heel to butt on recovery
 - Dorsiflexion



PEDAL TO THE METAL!

- **ACCELERATION** – Powerful, full-range of action with the arms and legs, and a low, driving posture
 - Forceful muscular contraction at the hip, knee, and ankle.
 - Forward body lean (head to toe).
 - “Positive” shin angle, knee ahead of ankle.
 - Forcefully drive elbows back.
 - Start to get tall by 6th – 8th stride.

ACCELERATION



DRILLS



- ARM ACTION
- MARCHES
- SKIPS
- BOUNDS
- ACCELERATION
- LADDER
 - First 2 rungs 16" apart
 - Increase distance between consecutive rungs by 4 inches.
 - 20", 24", 28", 32", etc.

PROGRAMMING



- EXERCISE TIME
 - EVERYTHING IS TIMED!

- TRAINING DISTANCE

- 40 – 400 yards

- RECOVERY TIME

- 10 – 40 yards, 1 : 5-6
 - 100 – 400 yards, 1 : 3-4



PROGRAMMING

- Proper design and emphasis of workout / drills for time of year
- Proper warm-up
- Each workout goes from simple to complex
- Each week builds on the preceding week (mechanics, intensity, volume)
- Perfect technique for each drill / each rep
- Complete rest for drills (time of year dependant)
- Appropriate cool-down
- Recovery strategies (ice tubs, nutrition)



PULL OR BE PULLED?

■ ASSISTED

- TOWING – cords
- DOWNHILL (4% grade)

■ RESISTED

- UPHILL
- SLED TOW
- HARNESS/CHUTES

AGILITY



WHERE DOES IT FIT?

- PHILOSOPHY
- TIME
- FACILITIES
- EQUIPMENT



2 CATEGORIES

- PROGRAMMABLE
 - FOLLOWS A FIXED PATTERN OF MOVEMENT
 - Speed Ladder
 - 4 - Corner
 - Husky Agility
- REACTION
 - RESPONDS TO AN AUDITORY OR VISUAL CUE
 - Reaction Balls
 - Ball Drop
 - Wave Drill

KEEP IT SIMPLE



- FIND THE DRILLS THAT MEET THE NEEDS OF THE PROGRAM AND GET GOOD AT DOING THEM!

PUTTING IT ALL TOGETHER

- GET IN THE WEIGHT ROOM!
- CLEAN UP TECHNIQUE!
- FIND DRILLS THAT FIT YOUR PROGRAM!
- PRACTICE WITH A PURPOSE!

