Boo Schexnayder

Organizing Training for Speed Development

A Philosophy of Speed Development

Corequisites

- Strength Training
- Mobility and Flexibility Training
- Restorative Training

A Philosophy of Speed Development

- Killing the Sacred Cow
- Planned Balance in Training
- Prioritizing Speed Development
- Patience and Progression
- Absence of Shortcuts and Avoiding Gimmicks
- Absence of Preconceived Notions

A Philosophy of Speed Development

- Speed, Talent and the Nervous System
- Training the Nervous System
 - Quality of Work
 - Long Rests
 - Low Volumes
- Compatible Components

A Philosophy of Speed Development

- Lactic Acid: Friend and Foe
- The Dangers of Endurance Training
- Practical Guidelines

Designing the Speed Program

- Speed Components
 - Acceleration Development
 - Speed Development
 - Speed Endurance
- Endurance /Fitness Components
 - Circuits
 - Extensive Tempo
- Intensive Tempo
- Cyclic Training and Timeframes

Designing the Speed Program

- Identifying Training Components
 - Acceleration Development Training
 - Sprinting (10m-40m)
 - Resisted Runs (20m-50m)
 - Volumes
 - Rest Intervals

Favorite Workouts

- 4x10, 4x20, 4x30 from a crouch start
- 4x20, 4x30, 4x40 from a crouch start
- 12x30 resisted (tires) using a rollover start
- 9x30 from blocks
- 3x20,25,30 from blocks

Designing the Speed Program

- Identifying Training Components
 - Speed Development Training
 - The 3 Second Window
 - Sprinting (4om-8om)
 - Variable Speed Runs (70m-100m)
 - Volumes
 - Rest Intervals

Favorite Workouts

- Sprint Float Sprint
 4-6 Runs, 45/65/80
- Sprint Float Sprint
 3-5 Runs, 50/70/90
- Sprint 3x30, 3x40, 3x50

Designing the Speed Program

- Identifying Training Components
 - Speed Endurance Training
 - Sprinting (8om-12om)
 - Variable Speed Runs (100m-150m)
 - Volumes
 - Rest Intervals

Favorite Workouts

- Sprint Float Sprint
 - 4-5 Runs, 70/90/110, rest 6-8 minutes
- Sprint Float Sprint
 - 3-4 Runs, 80/110/150, rest 6-8 minutes
- Sprint 3x50, 3x60, 3x70

Assembling the Speed Program

- Sequencing Speed Training
 - 1. Acceleration Emphasis
 - 2. Absolute Speed Emphasis
 - 3. Speed Endurance Emphasis
- Sequencing Rationale
- Densities

Conditioning Training

- Sport Specific Conditioning
 - Conflicts with Speed Development
 - Fairly Easy to Develop
- Implications
 - Group it On Other Days
 - Delay It as Long as Possible

Conditioning Training

- Methods
 - Run Training
 - Circuit Training

Run Training for Fitness

- Advantages
 - Possible Specificity
 - Ease of Administration
- Disadvantages
 - Mobility Losses
- Deterioration of Running Mechanics
- Injury Risk

Circuit Training for Fitness

- Advantages
 - Coordination Gains
 - Enhanced Movement and Running Mechanics
 - Injury Risk Decreased
 - Ease of Administration
- Disadvantages
 - Planning
 - Possible Non-Specificity

Assembling the Speed Program

Tempo Work

- Extensive Tempo
 - 70%-80% Rests 1 ½ -3 minutes
- Intensive Tempo
 - 80%-90%, Rests 3-4 minutes
- Maintaining Power Outputs

Extensive Tempo Workouts

- 8x150, recoveries 2-3 minutes
- 10x120, recoveries 2-3 minutes
- 12x100, recoveries 2-3 minutes

Extensive Tempo Workouts for Team Sports

- 10x80, recoveries 1 ½ to 2 ½ minutes
- 9x90, recoveries 1 ½ to 2 ½ minutes
- 8x100, recoveries 1 ½ to 2 ½ minutes

Intensive Tempo Workouts

- 250, 2x200, 3x150, recoveries 4-5 minutes
- 200, 2x150, 2x100 recoveries 4-5 minutes

Intensive Tempo Workouts for Team Sports

- 10x80, recoveries 3¹/₂ to 4 ¹/₂ minutes
- 9x90, recoveries 3 ½ to 4 ½ minutes
- 8x100, recoveries 3 ½ to 4 ½ minutes

Assembling the Speed Program

- Phase 1 Acceleration Emphasis
 - Acceleration Development Sprints
 - Resisted Runs
 - Extensive Tempo and/or Circuits

Assembling the Speed Program

- Phase 2 Speed Development Emphasis
 - Acceleration Development Review and Rehearsal
 - Speed Development
 - Intensive Tempo and/or Circuits

Assembling the Speed Program

- Phase 3 Speed Endurance/Competition Emphasis
 - Acceleration Development Review and Rehearsal
 - Speed Endurance Work (If Needed)
 - Circuits or Extensive Tempo
 - Competition



