

The Hurdles Race can be roughly divided into the following sections:

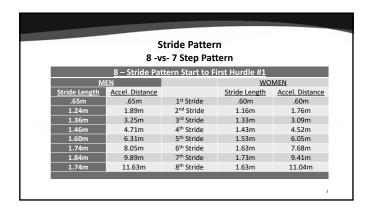
Start Section or Approach Run
Clearance Stride(s) including Take-Off
Flight Phase
Landing Phases
Run Between Hurdles
Run In

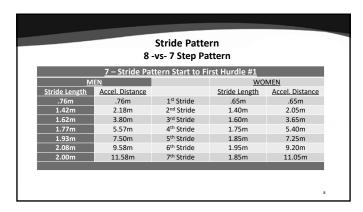
Start or Approach Run

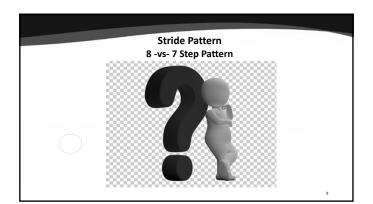
• Maximal Acceleration on the approach to the first hurdle with visual control from the 5th stride onward.

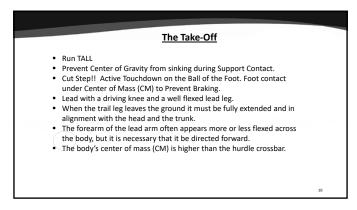
• Hitting the optimal take-off point for each hurdle.

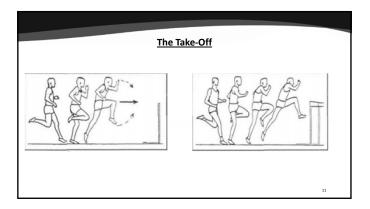
• Minimize vertical velocity or lift at take off. (Run TALL)



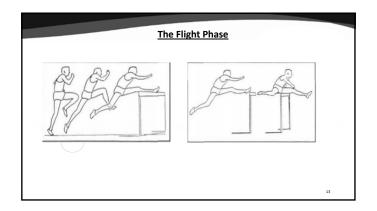






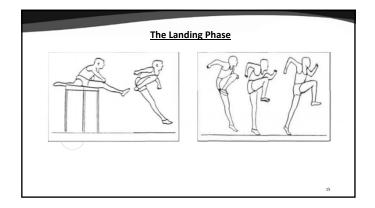


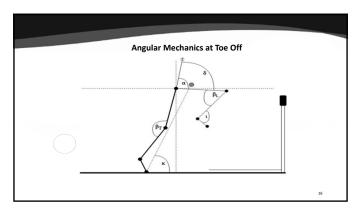
The Flight Phase Flight towards the Hurdle Cross Bar Flight towards the top rail begins when the takeoff foot breaks contact with the ground. Flight Phase ends when either the toe or the heel of the lead foot reaches the top rail of the hurdle. Split Phase assumes a Split Position at the end of the Flight towards the Hurdle. Clearance phase lasts from this moment until the trail fool has crossed the hurdle. Peak Point of the flight Parabola is IN FRONT OF the Hurdle.

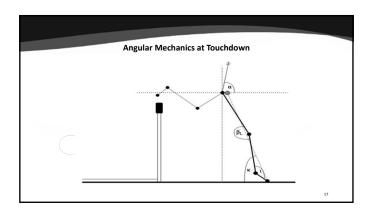


The Landing Phase

- The hurdle sitting position is assumed for a very short period leading smoothly into the Landing Preparation Phase.
- The Landing Phase begins when either the toe or the heel of the lead foot, reaches the top rail of the hurdle.
- Over the hurdle, the lead leg has already started its downward movement and the trail.
- While the trail leg is still flexed, executing a forward and upward movement, the lead leg is extended and actively pressed downwards. A "scissors" Movement.
- Trunk maintains a slight forward lean.
- Active Landing on Ball of Foot with Positive Foot Speed.





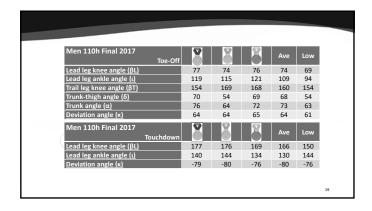


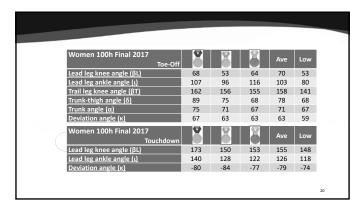
ANGULAR KINEMATICS

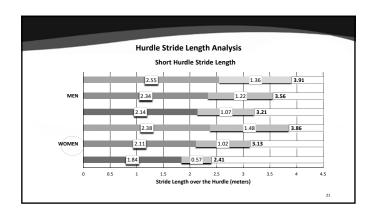
- $\underline{\text{Trunk angle } (\alpha)} \quad \text{Trunk angle relative to the horizontal at the point of TO of takeoff phase and}$
- TD and TO of the landing phase (considered to be 90° in the upright position).

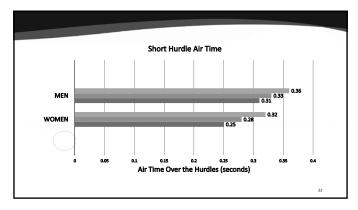
 <u>Trunk-thigh angle (δ)</u> Angle between the trunk and the thigh of the leading leg at TO of the take-off phase (considered to be 180° in the anatomical standing position).
- Lead leg knee angle (βL) Thigh-shank angle of the leading leg at the point of TO of takeoff phase and TD of the landing phase (considered to be 180° in the anatomical standing
- Lead leg ankle angle (1) Shank-foot angle of the leading leg at the point of TO of takeoff phase and TD of the landing phase (considered to be 90° in the anatomical standing position).
- $\underline{\text{Trail leg knee angle (\beta T)}} \text{ Thigh-shank angle of the leg in contact with the ground at TO of the}$ take-off phase (considered to be 180° in the anatomical standing position).

 Deviation angle (k) Angle between ground contact point and CM relative to the horizontal
- (considered to be 90° in the upright position).



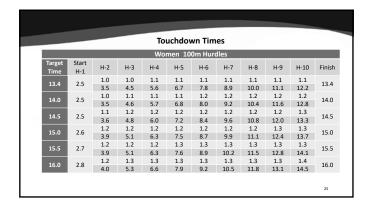


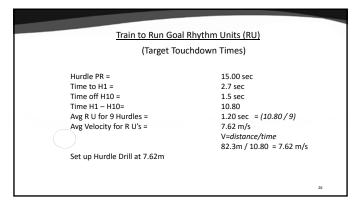




Run Between the Hurdles At the touchdown after each hurdle, the lead leg must be relatively straight. Maintain Hip Height at Touchdown. DO NOT SINK! This posture is achieved by the touchdown under or behind the Center of Mass and having the "trail leg toes" up. Power and speed can be gained from the trail leg, which is the more important leg to drive away from the hurdle and reaccelerate. The arms are recovered into a "running action" position very similar to a sprint. Shuffle -vs- Long/Short/Long/Short -vs- Sprint

Touchdown Times											
Men 110m Hurdles											
Target Time	Start H-1	H-2	H-3	H-4	H-5	H-6	H-7	H-8	H-9	H-10	Finish
13.5	2.5	1.0 3.5	1.0 4.5	1.0 5.5	1.1 6.6	1.1 7.7	1.1 8.8	1.1 9.9	1.1 11.0	1.1 12.1	13.5
13.7	2.5	1.0	1.0	1.1 5.6	1.1	1.1 7.8	1.1 8.9	1.1	1.1 11.1	1.2 12.3	13.7
14.0	2.5	1.1	1.1	1.1	1.1	1.1	1.1	1.1	1.2	1.2	14.0
14.5	2.6	1.1	1.1	1.1	1.1	1.2	1.2	1.2	1.2	1.2	14.5
15.0	2.7	3.7 1.2	4.8 1.2	5.9 1.2	7.0 1.2	8.2 1.2	9.4 1.2	10.6 1.2	11.8 1.2	13.0 1.2	15.0
15.5	2.7	3.9 1.2	5.1 1.2	6.3 1.2	7.5 1.2	8.7 1.3	9.9 1.3	11.1	12.3 1.3	13.5 1.3	15.5
15.5	2.7	3.9	5.1	6.3	7.5	8.8	10.1	11.4	12.7	14.0	15.5
16.0	2.7	1.3 4.0	1.3 5.3	1.3	1.3 7.9	1.3 9.2	1.3 10.5	1.3 11.8	1.3 13.1	1.4	16.0

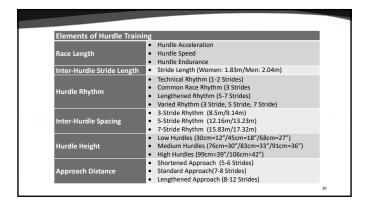


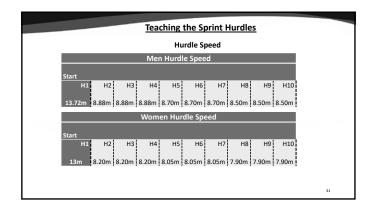


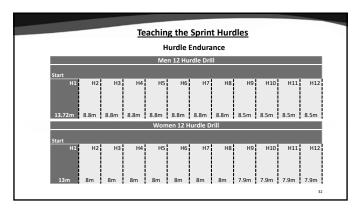
Train to Run Goal Rhythm Units (RU) (Target Touchdown Times) Hurdle PR = 14.00 sec Time to H1 = 2.5 sec Time off H10 = 1.4 sec Time H1 - H10= 10.10 Avg R U for 9 Hurdles = $1.12 \sec = (10.10/9)$ Avg Velocity for R U's = 8.15 m/s V=distance/time 82.3m / 10.10 = 8.15 m/s Set up Hurdle Drill at 8.15m

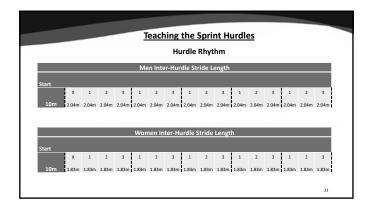
Train to Run Goal Rhythm Units (RU) (Target Touchdown Times) Hurdle PR = 15.00 sec Time to H1 = 2.6 sec Time off H10 = 1.3 sec Time H1 - H10= 11.10 Avg R U for 9 Hurdles = 1.23 sec = (11.10/9)Avg Velocity for R U's = 6.89 m/s V=distance/time 76.5m / 11.10 = 6.89 m/s Set up Hurdle Drill at 6.89m

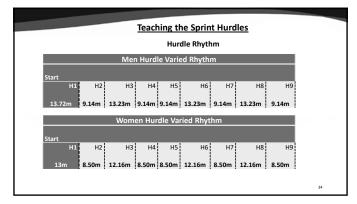
Train to Run Goal Rhythm Units (RU) (Target Touchdown Times) Hurdle PR = 13.80 sec Time to H1 = 2.5 sec Time off H10 = 1.2 sec Time H1 - H10= 10.10 Avg R U for 9 Hurdles = 1.12 sec (10.10/9) 7.57 m/s Avg Velocity for R U's = V=distance/time 76.5m / 10.10 = 7.57 m/s Set up Hurdle Drill at 7.57m



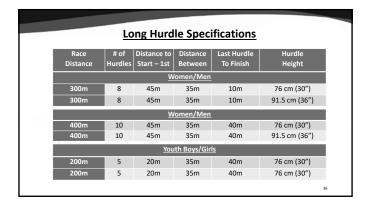








2 x 1h + 2 x 2h +2 x 3h w: 33" @ 8.50m m: 42" @ 9.14m Hurdle Acceleration • 2 x 3h + 2 x3h w: 30" then 33" m: 39" then 42" • 3(2 x 5h) w: 30" @ 8.50m m: 42" @ 9.14m Hurdle Speed • 2 x 4h + 2 x 5h + 2 x 6h w: 30" @ 8.50m m: 42" @ 9.14m 3(2 x 12h) w: 8.50m -1' to -2' m: 9.14m -1' to -2' Hurdle Endurance • 2 x 6h @ 5-strides + 2 x 12h + 2 x 10h w: @ 12.16m m: @ 13.23m 4 x 7h (3-5-3-3-5-3 strides) w: @ 8.50m/12.16m m: @ 9.14m/13.23m Varying Rhythms • 4 x8h (3-3-5-3-3-5-3 strides) w: @ 8.50m/12.16m m: @ 9.14m/13.23m 3x10h w: @ 33"/30"/27" m: @ 42"/39"/36"
4 x 8h w: @ 33"/30"/27" m: @ 42"/39"/36"



The Long Hurdler

The Long Hurdles is a Specific-Speed, Strength, and Endurance Event

The ideal type of long hurdler possesses three different abilities:

- Speed
- Endurance
- Rhythm

This sort of athlete is theoretical only, because even the best hurdlers have good and not-so-good aspects of motor and technique preparation.

The Long Hurdler

Long Hurdlers can be classified into 3 groups

- Special Endurance Group
 - Excellent flat 400m runners
- Technical Group
 - Technical Sprint Hurdles athlete.
 - o Able to adapt hurdle speed to hurdle endurance.
- - o "Pure" Long Hurdler without 400m flat and technical hurdle preferences

The Long Hurdler

Special Endurance Group

In the training process we start from the general "culture of hurdling" i.e. walking, skipping, jogging hurdles. Sometimes we must choose only a "one-leg" hurdle rhythm pattern.

Technical Group

Can have very good technique of one leg and very poor of the other. Problems is arise when the right leg is the lead leg. In most cases we choose a 13 or 15 or 17 stride pattern.

Rhythm Group

"Rhythm" hurdlers have effective technique with both legs. We can adapt various stride patterns (13 or 14 or 15 or 16)

The Long Hurdles

Components of the Long Hurdles

The Long Hurdles race can be broken up into four stages:

- · Start to First Hurdle
- Movement Across Hurdle
- o On Straight
- o On Curve
- Running Between Hurdles
- Last Hurdle to Finish

The Long Hurdles

START TO FIRST HURDLE

- · Block Setting depends on choice of Lead Leg over first Hurdle
- Number of Strides to First Hurdle
- o Men: 20 23 o Women: 22 25
- Sight Hurdle by 30m mark
- Make any slight adjustments
- Attack from 10m out to minimize deceleration Center of Gravity is raised only as is necessary to clear the hurdle
- Trunk lean should be enough to maintain sprint technique

The Long Hurdles

MOVEMENT OVER HURDLES

On the Straight

- The action is similar to that required for the sprint hurdler but does not need to be as vigorous, due to the lower height of the hurdles.
- Negotiate the hurdle with minimum deviation from normal sprinting technique.
- The hurdler should follow the basics of good sprinting, not over striding or reaching.
- The hurdler should reach the highest point prior to the hurdle, so that the body is on its way down as it crosses the hurdle.
- At touchdown, the athlete's center of mass should be directly over or slightly ahead of the lead foot to minimize braking.

The Long Hurdles

On the Curve

It is preferable to hurdle on the curve using a left leg lead:

- The athlete is able to keep closer to the line and therefore runs a shorter distance.
- There is less chance of being disqualified by dragging the trail foot over the side of the hurdle.
- The athlete can counteract the effect of centrifugal force by leaning to the left. whereas a right leg lead hurdler, attempting a similar lean, is in danger of the left knee hitting the hurdle or the athlete being forced to hurdle higher, wasting valuable energy.
- Hurdling with a right leg lead on a curve requires the athlete to move to the center or hurdle downhill

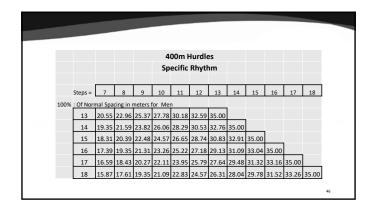
The Long Hurdles

Stride Pattern Between the Hurdles

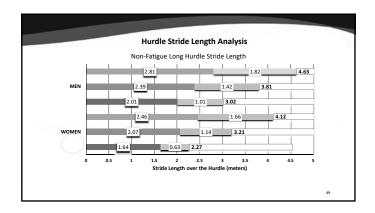
- Success requires a stride pattern that fits smoothly into the 35m between the hurdles.
- This pattern depends on the athlete's lead leg, race plan, and natural stride length.
- Use as few strides as possible without over striding.
- Ideally an odd number of steps between all hurdles.
- A transition may take place when a hurdler changes down to a shorter stride length on the curve or due to fatigue, which results in one or two more steps between hurdles

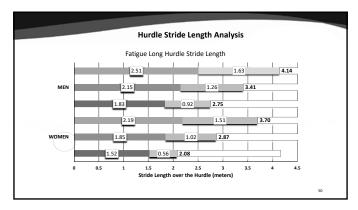
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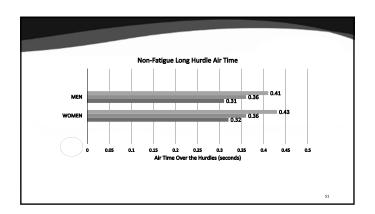
			Ting t	hm Chart	
		Stride		Hurdle	
	Exercise	Pattern	# Steps	Spacing	Approach
		16 pattern	7	17.00m	15m
		15 pattern	7	17.90m	15m
	•	14 pattern	7	19.00m	15m
		13 pattern	7	20.20m	15m
	II	16 pattern	9 (8)	21.00m (19.00)	30m
		15 pattern	9	22.20m	30m
		14 pattern	9 (8)	23.50m (21.20)	30m
		13 pattern	9	25.10m	30m
		16 pattern	11 (10)	25.00m (23.00)	30m
	III	15 pattern	11	26.40m	30m
	""	14 pattern	11 (10)	28.10m (25.80)	30m
		13 pattern	11	30.00m	30m
		16 pattern	13 (12)	29.00m (27.00)	30m
	IV	15 pattern	13	30.70m	30m
		14 pattern	13 (12)	32.70m (30.40)	30m

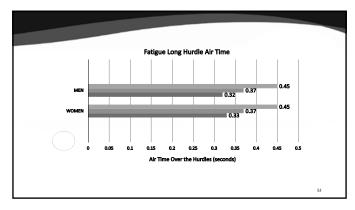


					40	00m l	lurdl	es						
					Sp	ecific	Rhyt	hm						
	Steps =	7	8	9	10	11	12	13	14	15	16	17	18	
859	6 : Of No	rmal S	pacing	in met	ers fo	Men								
	13	17.47	19.52	21.56	23.61	25.66	27.70	29.75						
	14	16.45	18.35	20.25	22.15	24.05	25.95	27.85	29.75					
	15	15.56	17.33	19.11	20.88	22.66	24.43	26.20	27.98	29.75				
	16	14.78	16.45	18.11	19.77	21.44	23.10	24.76	26.42	28.09	29.75			
	17	14.10	15.67	17.23	18.80	20.36	21.93	23.49	25.06	26.62	28.19	29.75		
	18	13 49	14 97	16.45	17.93	19.40	20.88	22.36	23.84	25.32	26.79	28.27	29.75	

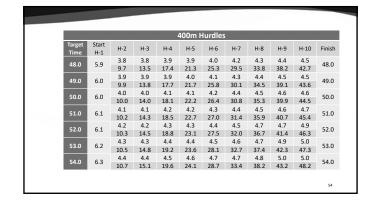


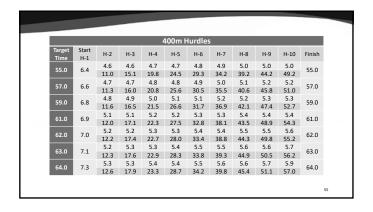


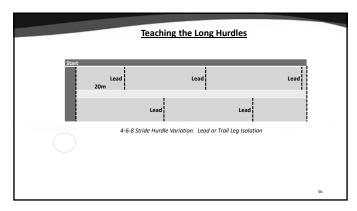


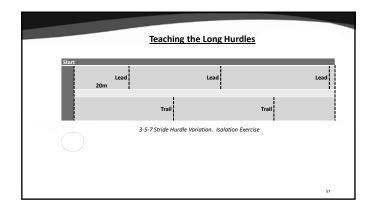


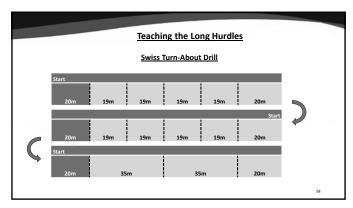
	300m Hurdles Touch Down Times										
	Target Time	Start H-1	H-2	H-3	H-4	H-5	200m	H-6	H-7	H-8	Finish
	36.6	6.0	4.1	4.2	4.2	4.2	1.5	4.2	4.3	4.3	36.6
	30.0	0.0	10.1	14.3	18.5	22.7	24.2	26.9	31.2	35.5	
	38.0	6.3	4.3	4.3	4.3	4.3	2.0	4.3	4.4	4.5	38.0
			10.6	14.9	19.2	23.5	25.5	27.8	32.2	36.7	
	39.5	6.5	4.4	4.4	4.4	4.4	2.0	4.6	4.7	4.8	39.5
			10.9	15.3	19.7	24.1	26.1	28.7	33.4	38.2	
	40.8 42.2	6.8 7.1	4.4	4.4	4.5	4.5	2.1	4.8	4.9	5.0	40.8
			11.2	15.6	20.1	24.6	26.7	29.4	34.3	39.3	
			4.5	4.5	4.6	4.7	2.2	5.0	5.1	5.2	42.2
			11.6	16.1	20.7	25.4	27.6	30.4	35.5	40.7	
	43.7	7.3	4.7	4.7	4.8	4.9	2.2	5.1	5.1	5.4	43.7
			12.0	16.7	21.5	26.4	28.6	31.5	36.7	42.1	
	45.2	7.6	4.8	4.9	4.9	5.0	2.3	5.3	5.5	5.5	45.2
		7.0	12.4	17.3	22.2	27.2	29.5	32.5	38.0	43.5	-13.2
	46.6	7.8	4.9	5.1	5.2	5.2	2.4	5.5	5.5	5.6	46.6
	40.0	7.0	12.7	17.8	23.0	28.2	30.6	33.7	39.2	44.8	40.0
	48.8	8.0	5.2	5.3	5.3	5.4	2.6	5.6	5.8	5.9	48.8
	70.0	0.0	13.2	18.5	23.8	29.2	31.8	34.8	40.6	46.5	40.0











Type of Hurdler General (Indoor) Specific Competition		Endurance Session						
**Special Endurance" **Special Endurance **Special Enduran	Town of Hondley		Period					
"Special Endurance" (i = 6:00-8:00)	Type of Hurdler	General (Indoor)	Specific	Competition				
3(300m + 200m) @ 90% 5 x 300m @ 95% 300m + 200m + 150m 9 st (i = 15:00) 0 r 0	"Special Endurance"	{i = 6:00-8:00} or 3(500m + 300m) @ 85 – 90%	{i = 8:00/15:00} or 500m+400m+300m+200m	@ 98% {i = 18:00} or 2(350m + 150m)				
[i = 6:00]	"Technical"	3(300m + 200m) @ 90% {i = 6:00 - 8:00} or 3(200m + 150m + 100m) @ 90% {i = 3:00/12:00}	5 x 300m @ 95% {i = 10:00} or 4(200m + 150m) @ 90% {i = 5:00/12:00}	300m+200m+150m @ 985 {i = 15:00} or 2x250m+2x200m+ 2x150m) @ 98% {i = 8:00/12:00}				
	"Rhythm"	{i = 6:00} or 4(350m + 250m) @ 85 – 90%	@ 95% {i = 1:00/10:00} or 5(2x150m + 60mH) @ 95%	2(200m + 150mH) @ 98% {i = 1:00/12:00} or (150m+150mH+150m) + (2x150m+150mH) + (150mH + 200m)				

	Technical Se	ssion	
Type of Hurdler		Period	
Type of Huraier	General (Indoor)	Specific	Competition
"Special Endurance"	2(300m/90% + 60mH/4-strides) {i = :30s/8:00} + 3(2 x 60mH/5-stride + 200m/90%) {i = :30s/8:00}	4(300mH *cut 1'-2' same leg. {i = 10:00} or 4(150mH same leg + 150m/90% + 150mH alternating) {i = 1:00/12:00}	8h + 300m flat + 6h {i = 12:00} or 350mH + 350m flat {i = 20:00}
"Technical"	2(150m + 1x60mH/5-stride weak leg+1x60mH good leg) + (1x60mH good leg + 1x60mH bad leg + 150m) (i = :30s/8:00)	4(2 x 200mH/7-stride 1st time weak leg, 2nd time good leg) {I = 3:00/12:00}	6H + 2x 150m + 4H {I = 10:00/6:00/15:00} or 6H (15-stride) + 6h (16- stride *+2') + 5H (15- stride) {i = 12:00}
"Rhythm"	Shuttle Runs 6 x 2(60mH/5-stride left leg + 60mH alternate leg + 60mH left leg) {i = :30s/8:00}	3(12H *450mH) {i = 12:00} or 4(H1-H5 + flat run + H8- H10) {i = 12:00}	1 x 8H, 1 x 7H, 1 x 6H {i = 15:00} or 2 x 9H {i = 20:00}
		., ,,	60

