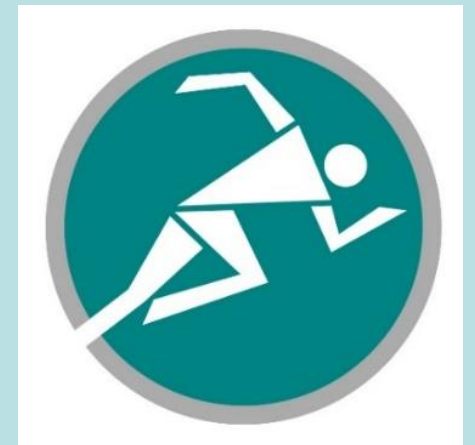


# Strength and Conditioning for Endurance Running

***Rob Thickpenny BA (Hons), UKA 3***



# My coaching background

- Honours degree in Sports Science and S&C coach for 18 years
- Coached and advised athletes who competed in London and Rio Olympics
- S&C coach with professional rugby, professional squash, elite cycling, football & international equestrian
- Former Physical Preparation National Lead at England Athletics for 6 years
- Works closely with Physiotherapists, Osteopaths and Sports Physicians to provide end stage rehabilitation & Return to Play.
- Level 3 in sports massage therapy
- Former elite level pole vaulter for 12 years and an experienced jumps coach

# Strength and Conditioning

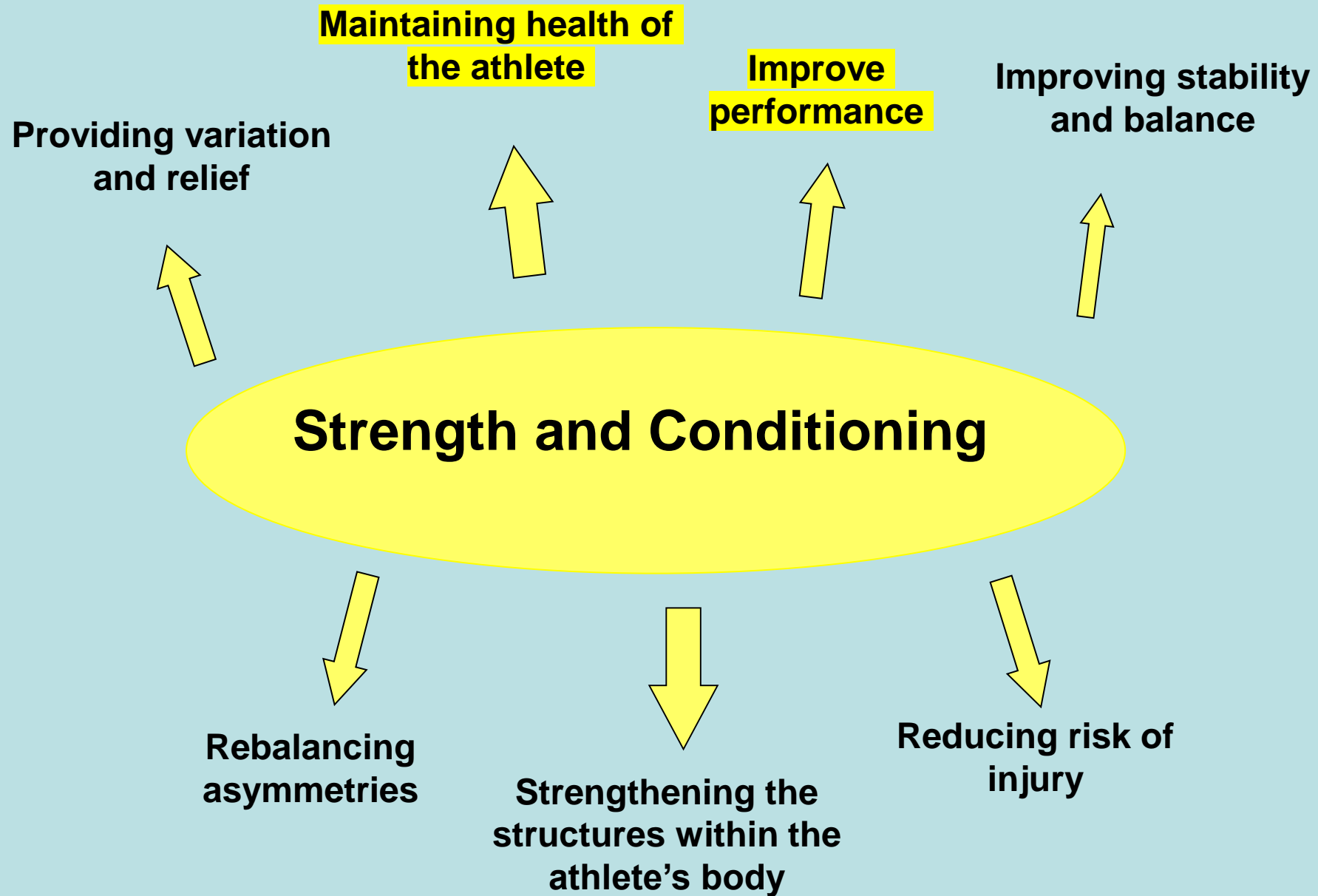
- A process of systematic training which is designed to create the capacity for training and a platform for performance

## Why?

- Develop the physical qualities required to achieve the technical model
- Reach potential
- High quality movement – earn the right to progress
- Other sports – essential for developing youth athletes
- Injury avoidance – robustness to injury under fatigue
- Muscular imbalances and tightness
- Work capacity
- Self myofascial release
- Longevity

# Endurance running

- Key parameters:
  - $\text{VO}_2$  Max,  $\text{VVO}_2$
  - Running Economy (RE)
  - Ground Reaction Forces (GRF) 3-4 x BW
  - Ground Contact times 0.2s (closer to 0.3s for non elite)
- Volume of running - 50km/week
  - 2m average stride length
  - Equates to 25000 foot contact; 12500/foot
  - @3x BW equates to 75000kg



# Work Capacity

- The ability of the body as a machine to produce work of different intensity and duration using the appropriate systems of the body (Siff)
- *It should be noted that cooperation between the cardiovascular & motor systems is important for improving work capacity, not only in endurance sports, but in all sports."*  
*-Yuri Verkoshansky*
- “Work capacity limit exceeded when their RFD declines by a functionally relevant amount, their movement pattern becomes sub-optimal (i.e. further training entrains incorrect technique) or their movement velocity slows enough that the targeted adaptations won't be stimulated” (Blazevich, 2013)
- ‘Movement quality comes first, physiology comes last’ (Bosch 2013)

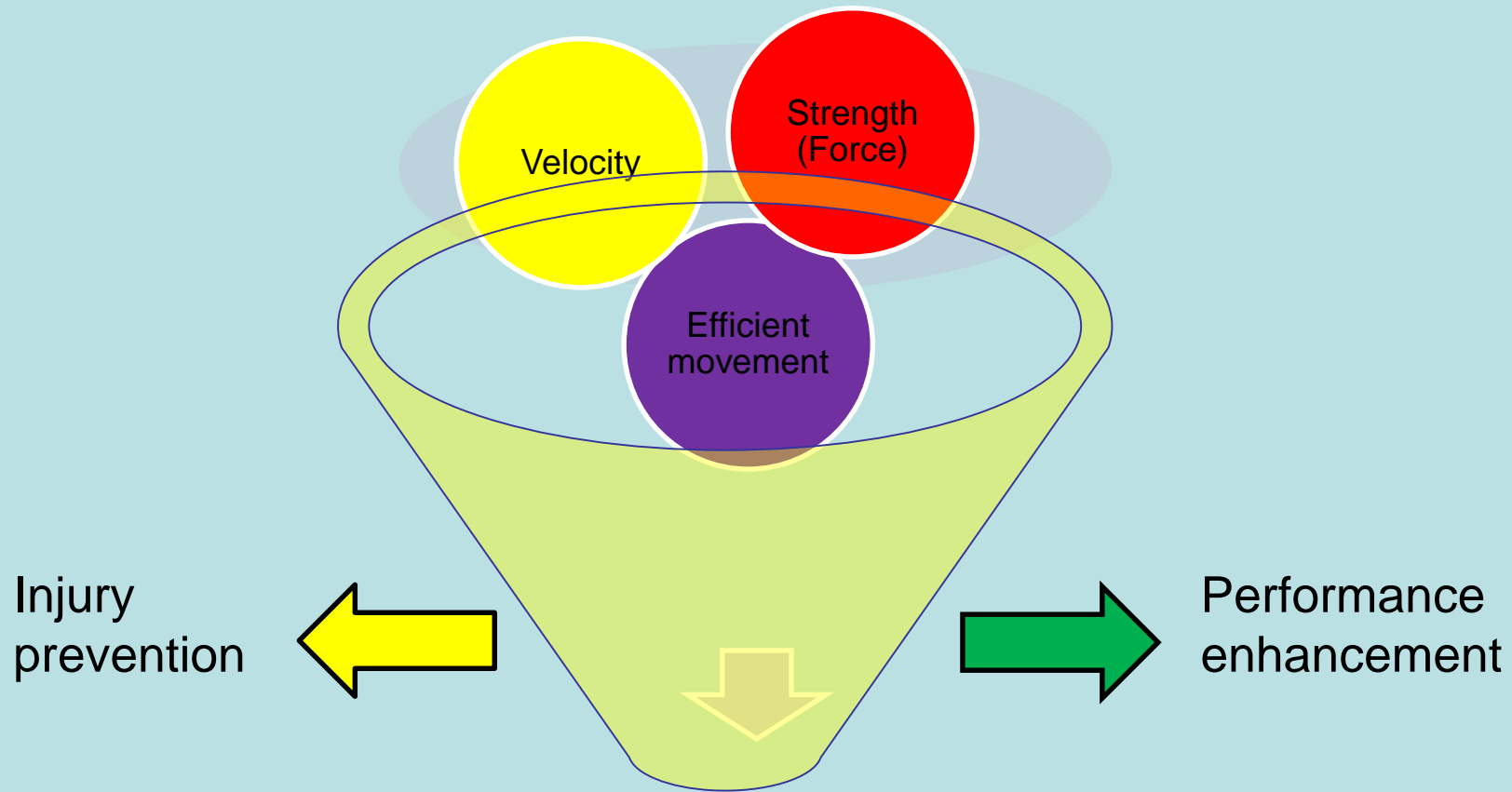
# Athletics – Long term development

Event	Age of peak performance Men	Age of peak performance Women
100m	26	25
200m	25	25
<b>1500m</b>	<b>27</b>	<b>29</b>
<b>5000m</b>	<b>29</b>	<b>30</b>
<b>Marathon</b>	<b>31</b>	<b>33</b>
TJ	25	28
Discus	25	25
Hammer	28	*

Ages for Peak Performance in Athletics from World Statistics

\* insufficient data analysed

# How can S&C support successful performance?





# Strength and Conditioning

- S&C can help to improve all 3 components which in turn can create a more robust, powerful, faster athlete
- Movement skills are fundamental building blocks for good performance.
- Quality of movement – movement competence
- Without strength, stability, mobility, balance and coordination athletes cannot move efficiently or transfer force and have a higher risk of injury

# The Role of Strength Training

- To optimise the bodies force, power and velocity capabilities specific for the athletes & event
- 10 cross country runners completed 9 weeks of explosive strength training (unloaded jumps & sprints) 5km Running time improved - no change in total volume of work completed between experimental and control group (Paavalainen, et al, 1999)
- Improved running economy & neuromuscular characteristics
- Stance phase limiting factor is the time frame the athlete has to express the force not the magnitude of force (Weyand et al, 2010).
- Better movement → higher force producing capabilities → more velocity → Improved running economy

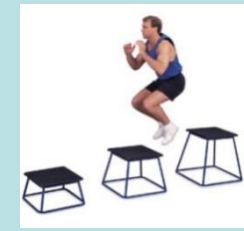
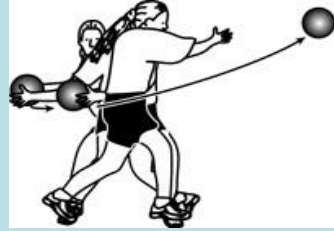
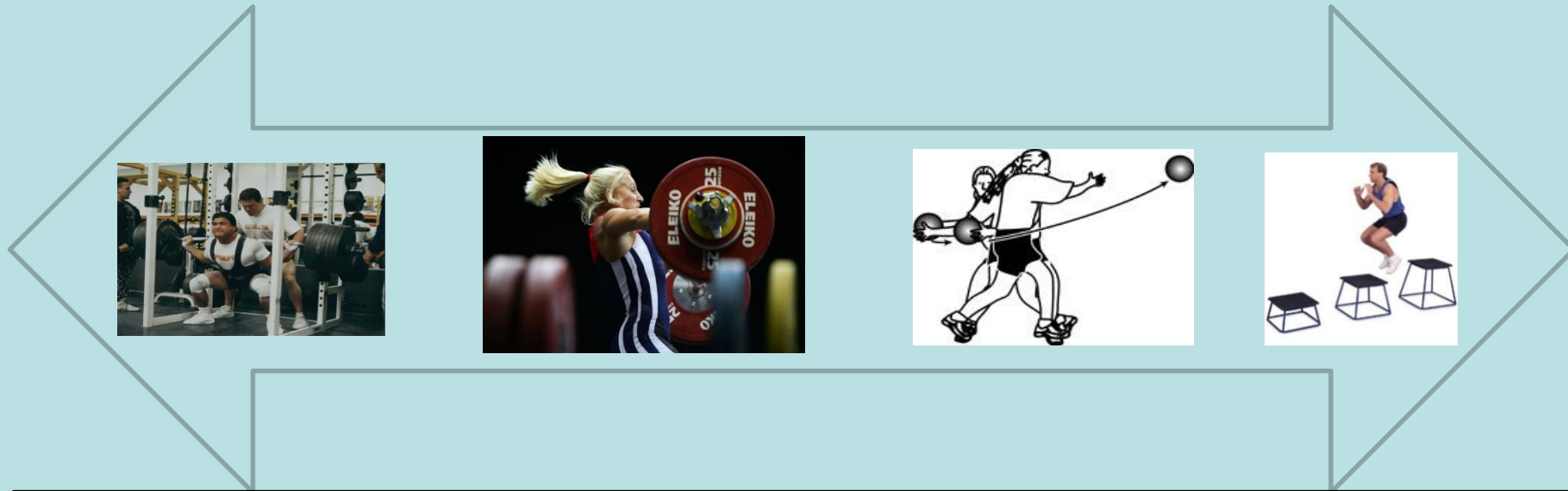
# Strength – Speed Continuum

Max strength

Strength speed

Speed strength

Max speed



**HIGH FORCE** **HIGH VELOCITY**

Heavy Back Squat

Olympic Lifting

Med ball throws

Plyometrics

# Implications

- Endurance athletes must develop greater force producing capabilities
- Endurance athletes must develop a greater force application capability
- ‘Not about developing maximum strength, but it is about a better quality of force generation’ Zatsiorsky & Kraemer 2006

# 5 Areas of Injury Risk

- Hamstring
- Hip / Groin
- Foot / Ankle
- Lower Leg (shin)
- Lower Back



*Based on 11 years of research with UKA World Class Talent Programme athletes*

# Joint Mobility/Stability

Stable



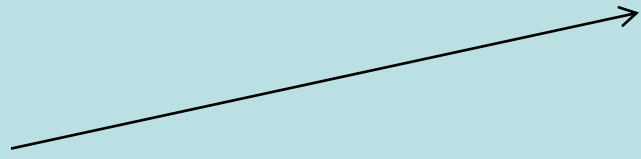
Mobile



Stable



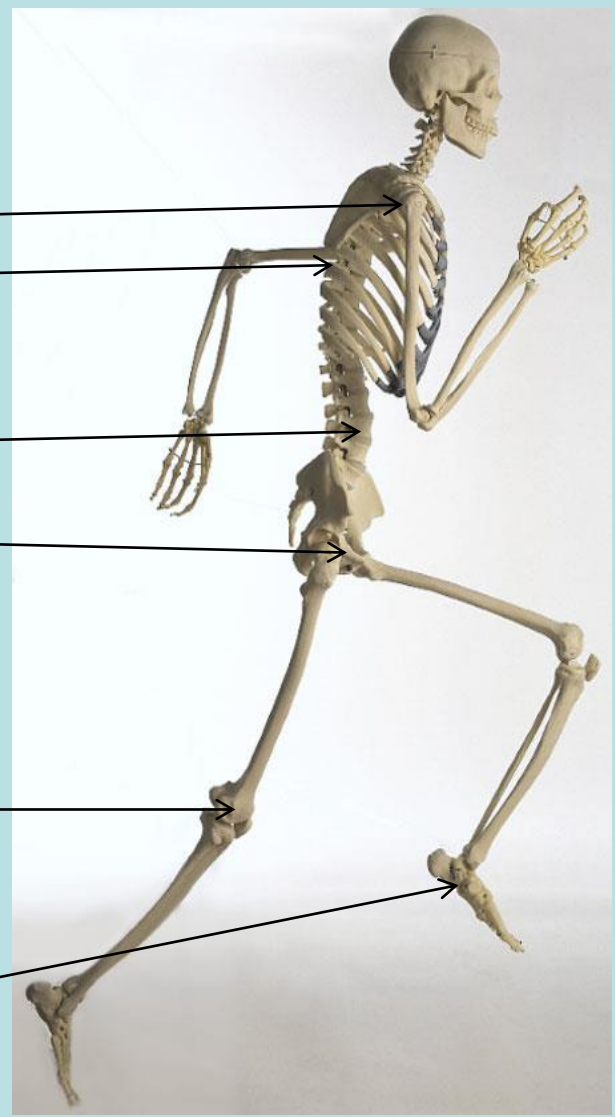
Mobile



Stable



Mobile



# Self-Myofascial Release - Foam Rolling



# Self-Myofascial Release Benefits

- Fill in the gaps between deep tissue massage and other soft tissue techniques
- Reduction of scar tissue and adhesions
- Realign collagen fibres
- Target trigger points
- Improved mobility and ROM
- Improved quality of movement – if correct training is prescribed
- Pre-training to decrease tone of overactive muscles
- Feel good



# Primal Movement Patterns (Underpinning movements)

- Double leg: squat through to jumps
- Single leg: SL squat through to hopping
- Push: press up through to medicine ball chest throws
- Pull: pull-up through to overhead throws
- Rotation/twist: floor through to side throws



# Beginner

- Beginner - improve all biomotor abilities
- Beginners tend to respond to any training
- General adaptations occur without substantial fatigue
- Strength gains are principally neural – minimal CSA change
- Beginners cannot train with sufficient load, intensity or volume to elicit fatigue after effects
- But they can develop all of the Fundamental Movement Patterns – prepare them for performance loading
- They only get one career!

# A Practical example for young athletes...

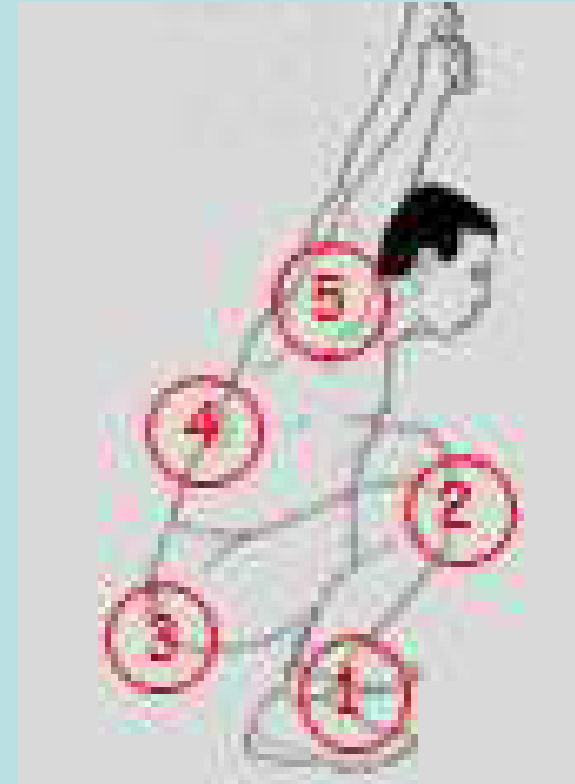
- To be good at a movement = plenty of stimulus  
e.g. squat once a week for 12 weeks = 12 stimuli  
- Not sufficient for motor development
- Squat as part of warm-up (3 x week) + squat 3 x week for 6 weeks  
= 36 stimuli (loaded and unloaded)  
- Athlete's skill level ↑
- Loaded: Medicine Ball, Powerbag, strength band, barbell, unilateral
- Training loads for children: 50% of their maximum potential is very effective
- The athlete must earn the physical right to move the programme forwards (Giles, 2004)
- Athletes must have the *physical competence* to do the *technical elements*.....in that order

# Reasons for Assessment

- Short term: Problem solving
  - Resolving an injury
  - Reduction injury incidence and predisposition
  - Athletes continue to present major physical limitations
- Long term : Performance enhancement
  - Explicitly link physical qualities and technical qualities
  - Accelerate technical development
  - Longevity of performance and retention

## Overhead squat implications

- Limited mobility in the upper torso can be attributed to poor glenohumeral (5) and/or thoracic spine mobility (4).
- Limited mobility in the lower extremity including poor closed-kinetic chain dorsi-flexion of the ankle (1) and/or poor flexion of the hip (3) may also cause poor test performance.



## Knee to Wall



- Normal range = 12-15cm

# Step Over

## **Considers:**

Stance leg hip, knee and ankle stability and range of movement

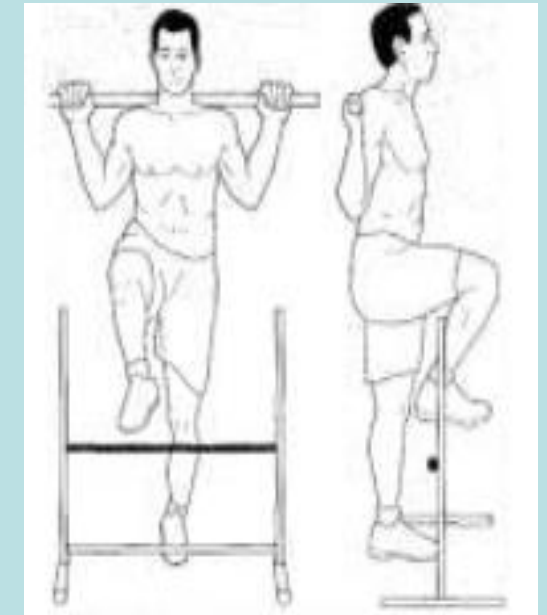
Closed chain hip extension stance leg

Open chain hip, knee and ankle flexion of step leg

## **Issues:**

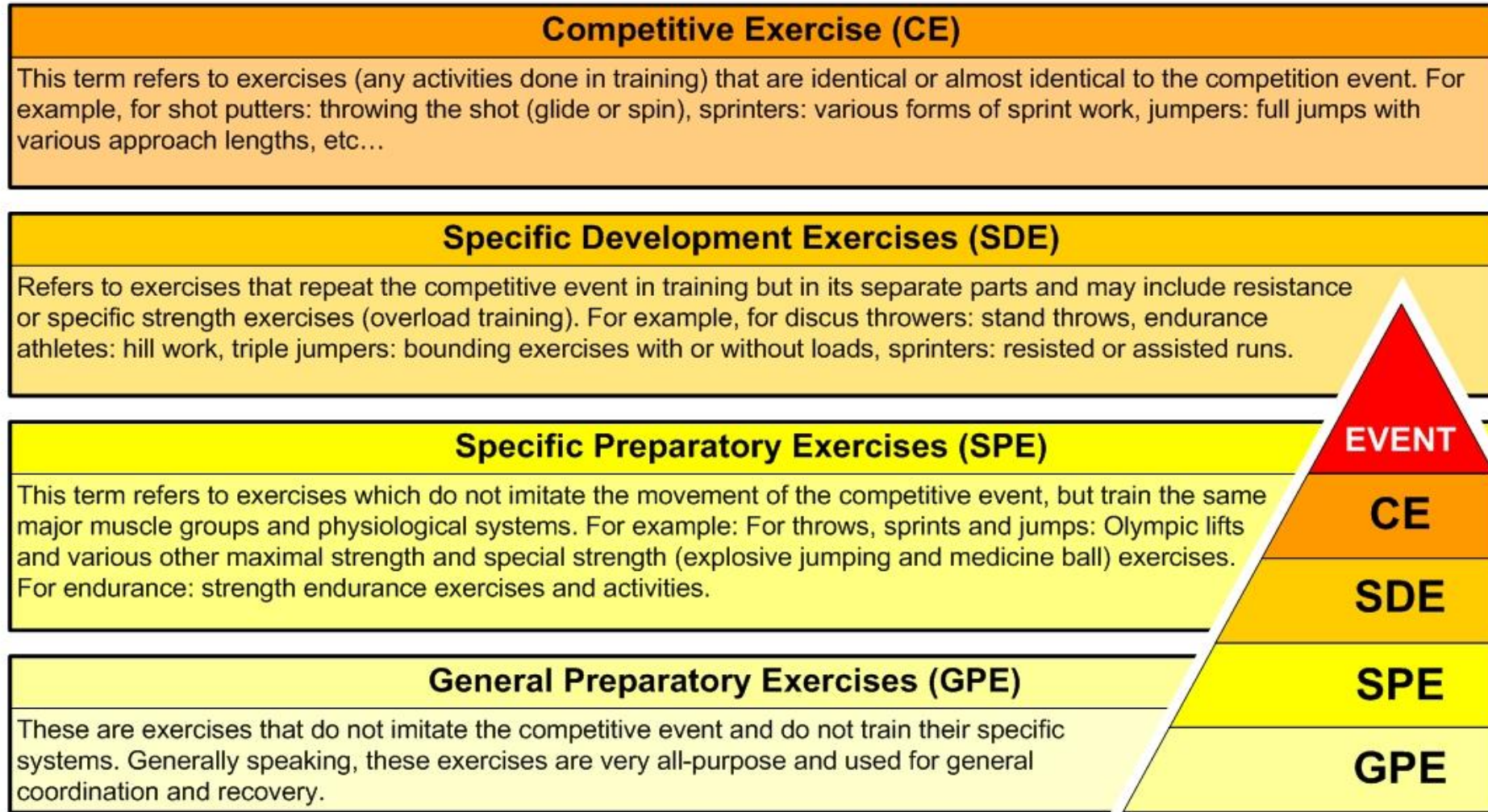
Poor stability of stance leg – weak/tight glutes 2, collapsing arch of the foot, poor range of movement

Poor mobility of step leg 3,4,5 –





# UKA Exercise Classification Hierarchy (V1.1)

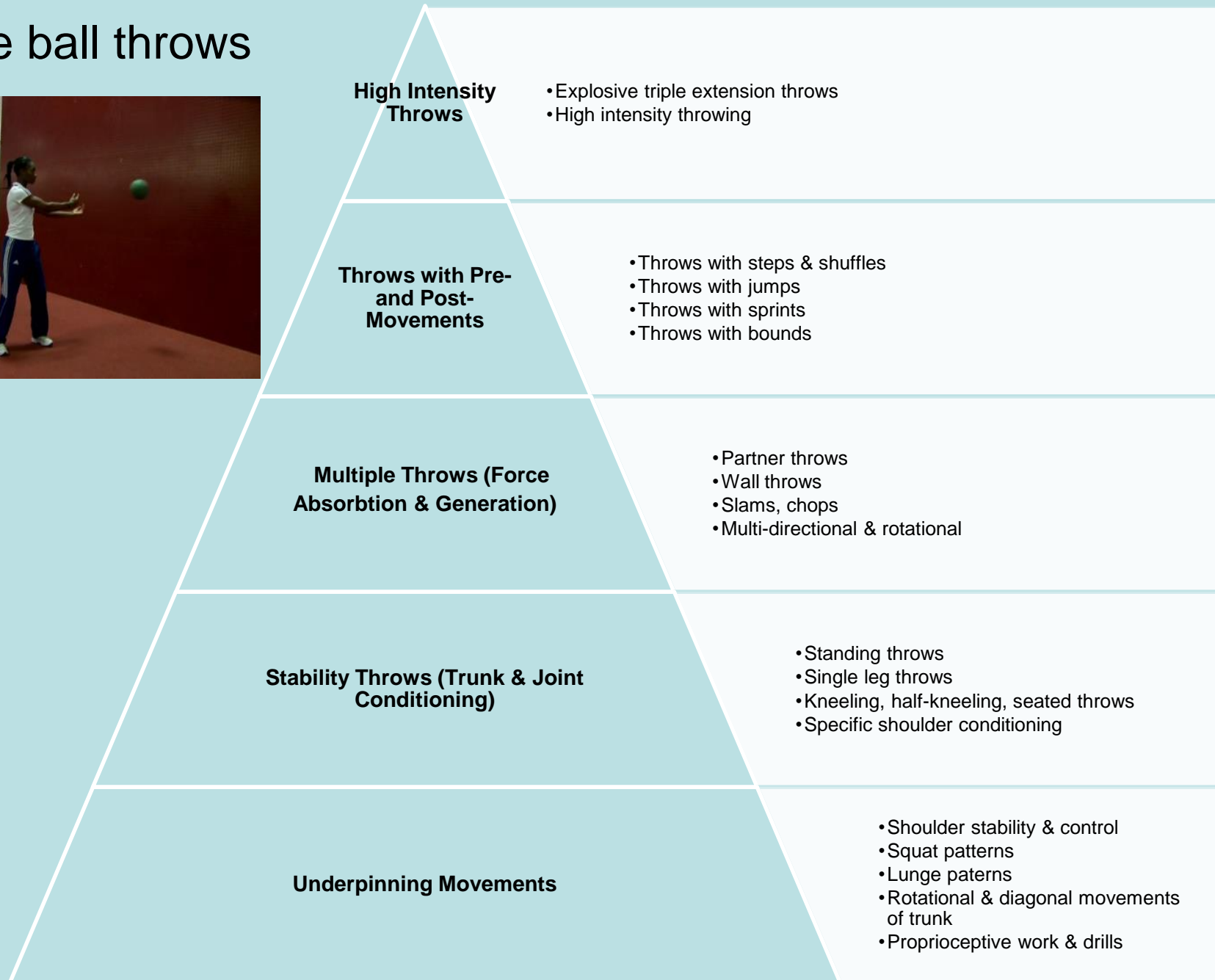




# Benefits of throwing (multi-throws)

- Develop the essential physical qualities for athletic performance including running
- Ideal for foundational level athletes
- Coordinated triple extension of hip, knee ankle
- Develop force production from proximal to distal via the trunk – trunk conditioning benefits
- High release velocity at completion of movement – manipulate the force-velocity time curve
- Tri-planar movement
- Development of athletic ‘shape’
- Accessible in a club environment or on a field

# Medicine ball throws



# Reps, sets & volume load

Max Strength

- 1-5 reps per set
- 15-25 reps total per exercise

Power

- 2-5 reps per set
- 15-30 reps total

Strength Endurance

- 5-8 reps per set
- 20-35 reps total

Motor  
Patterning/Hypertrophy

- 8-12 reps
- 20-35 reps total

Conditioning

- 30-90 seconds per set

# Integration of S&C – Weekly Example for an endurance athlete

	MON	TUES	WEDS	THURS	FRI	SATURDAY	SUNDAY
<b>ENERGY SYSTEM</b>		TEMPO	STEADY STATE	SPEED	REST	HILLS	STEADY STATE
<b>PHYSICAL PREPARATION</b>		MULTI-JUMPS (PLYOMETRICS)		MULTI-THROWS (MED BALL)	REST	STRENGTH DEVELOPMENT	
<b>GPE WARM-UP</b>		HURDLE MOBILITY		SKIPPING WITH ROPE	REST	HURDLE MOBILITY	
<b>GPE WARM-DOWN</b>	SPORTS MASSAGE	TRUNK CONDITIONING	FOAM ROLLING/ STRETCHING		REST		TRUNK CONDIT./STRETCHING

# Importance of the trunk in performance

- ◆ Enhance performance by ensuring optimal movement patterns
- ◆ Improve coordination between the trunk and extremities – kinetic chain
- ◆ Spinal stability (segments)
  - Central pillar for force production
  - Decrease injury risk
- ◆ Athletic posture for optimal length-tension relationships
- ◆ Local and global stability
- ◆ Allows control in all 3 planes of motion

# Training prescription and organisation

- Observation
- Opportunity
- Prescription
  - Localised or ‘system’
  - Objective
    - Stabilisation
    - Endurance
    - Strength
    - Velocity – Throws and jumps

## Training focus and prescription

Physiological Adaptation	Strength	Endurance	Stability
	High force (strength)	Hypertrophy/↑ CSA (Str End)	Activation, trunk stability and control
Intensity of movement	>80% RM/max force if isometric	60-80% RM/ mod isometric force	<30% RM, skill/mvt or recruitment focus
RPE	Hard to maximal	Hard to maximal	Moderate
Volume	3-6 sets, 1-6 reps/ 5-10 secs isometric	3-5 sets, 5-10 reps/ > 30-60 secs if isometric	3-4 sets, 20-30 reps/ > 30-60 secs if isometric
Frequency	1-3 x per week	2-3 x per week	> 3 x per week
Fatigue	Not necessary	Necessary	Necessary
Muscular adaptation	Fast twitch hypertrophy	Whole muscle adaptation	Slow twitch hypertrophy, inc length if full ROM
<b>Specific adaptation (if competent movement)</b>	<b>↑ Force capabilities</b>	<b>↑ Strength endurance</b>	<b>Improved sports specific movements</b>