

## **Speed and Agility Progression**

### Goals

- 1. Safely recondition the knee for the demands of sports activity
- 2. Provide a logical sequence of progressive drills for pre-sports conditioning
- 3. Provide objective criteria for safe return to sports

### Phases of Training

Straight ahead running phase Direction change running phase Unrestricted direction change and impact phase

### **Prerequisites**

Full Range of Motion Strength at least 80 % of uninjured limb Thigh girth within <sup>1</sup>/<sub>2</sub> inch of uninjured limb Symmetrical quadriceps and hamstring flexibility Perform and pass functional tests

## **Functional Tests**

Before starting the running sequence you must be able to:

- 1. Hop forward on both legs at least 2 feet
- 2. Hop to either side at least 1 foot
- 3. Hop up and down on both feet 10 times
- 4. Jog with no limp for 100 yards

### Warm-up, Stretch and Ice

Be sure that you warm-up and stretch before and after workouts. Generally, you should do some walking, cycling or elliptical so that you break a sweat before starting the running program. You can then stretch before beginning the running drills. Ice your knee for 20 minutes following workouts and stretch all muscle groups as you are cooling down.

### Recommended Frequency 2-3 times per week

### Criteria to Progress

Do not progress to the next step in the phase until the present step is pain free, and you can perform with proper technique and without difficulty (muscle soreness or fatigue). Add only one new step in the progression per workout.



## **Running Progression**

## I. Straight Ahead Running

- 1. Run <sup>1</sup>/<sub>2</sub> speed 100 yards, 10 repetitions
- 2. Run <sup>3</sup>/<sub>4</sub> speed 100 yards, 10 reps
- 3. Run <sup>1</sup>/<sub>2</sub> speed 100 yards, 3 reps; <sup>3</sup>/<sub>4</sub> speed 100 yards, 3 reps; full-speed 50 yards, 4 reps
- 4. Continue <sup>1</sup>/<sub>2</sub> and <sup>3</sup>/<sub>4</sub> speed 100-yard runs, for 3 reps each and add one 50-yard run each workout until you can do (10) 50-yard full speed runs.

### **II. Basic Change of Direction Running**

Intensity: Progress drills from walking  $\rightarrow \frac{1}{2}$  speed  $\rightarrow \frac{3}{4}$  speed  $\rightarrow$  full speed

Continue current workout from above (Step 4): Run  $\frac{1}{2}$  and  $\frac{3}{4}$  speed 100 yd runs for 3 reps each. Run full speed 50-yard run for 5 reps

Progressively add each step below:

- 5. Zig-Zag run, round corners, 50 yards, 5 reps
- 6. Backward run 25 yards to gradual stop, then forward run 25 yards to gradual stop, 5 reps
- 7. Circle run 20 feet or greater diameter circle, 3 reps to left and 3 reps to right
- 8. Figure '8' run 20 feet or greater length, 5 reps
- 9. Carioca 50 yards, 5 reps left, 5 reps right

### **III. Advanced Speed and Agility Running**

Intensity: Progress drill from walking  $\rightarrow \frac{1}{2}$  speed  $\rightarrow \frac{3}{4}$  speed  $\rightarrow$  full speed

Continue current workout above and progress with below:

- 10. Run forward to plant-and-cut off of the <u>uninjured</u> limb, <sup>1</sup>/<sub>2</sub> speed, 5 reps
- 11. Run forward to plant-and-cut off of the injured limb, <sup>1</sup>/<sub>2</sub> speed, 5 reps
- 12. Zig-Zag drill with alternate limb plant-and-cut, 6 reps
- 13. Box drill 20 yards square, 6 reps, alternate sides
- 14. Shuttle run 50 yards with direction change every 10 yards, 5 reps
- 15. Agility run, 5 reps, alternate starting sides

Suggested Final Workout Summary:

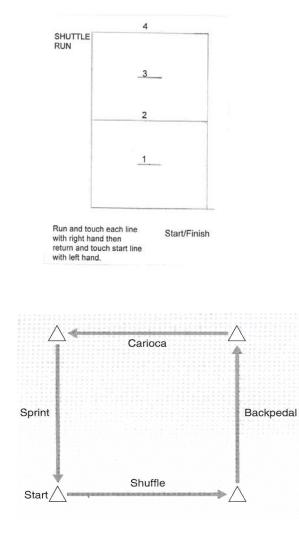
- 1. 100-yard run <sup>1</sup>/<sub>2</sub> speed, <sup>3</sup>/<sub>4</sub> speed and full speed each distance 2 reps each
- 2. Zig-Zag run, 6 reps
- 3. Forward/backward run, 6 reps
- 4. Circle run, 6 reps
- 5. Figure '8' runs, 6 reps
- 6. Carioca, 6 reps each way
- 7. Shuttle run 50 yards with direction change every 10 yards, 6 reps
- 8. Box drill 20 yards square, 6 reps, alternate starting side
- 9. Agility run, 6 reps, alternate starting side

## **IV: Begin Sports Practice**



# **Agility Drills**

# Shuttle Run



# **Agility Drill**

**Box Drill** 

