## Talent Selection and Training for the 4x100 & 4x400 Relays

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## **Relay Problems**

#### Outgoing Mistakes

- Leaves too soon
- Leaves too late
- Cuts off the incoming sprinter
  - Looks back
  - Sees the wrong marks
    - Receives too soon
  - Poor set up positions
  - Poor zone arm swing

#### **Relay Problems**

#### Incoming Mistakes

- ▶ Slows down
- Runs on the wrong side of the lane
  - ▶ Calls too soon
  - Delivers too soon
  - Poor zone arm swing

Relay Respnsibiliites	
▶Incoming	
▶Pass'em	
	-
Relays	
Relay Responsibilities	
→Outgoing	
Leave'em	

#### Relays

# Safety in Relay Racing

- Quality exchange work is taxing and must be closely monitored - don't waste reps
- Schedule your relay running carefully and not as an after thought
- Don't let easy passing days turn into all-out marathons

#### **Talent Demands**

- Everybody must pass and give
- Hurdlers are great relay runners
- Jumpers can make a contribution
- Athletes with poor individual success can be great relay runners
- Relays can be used to take the heat off your "Big Ballers"

#### Skills for the Relays

- > Starting with the Baton
- Dependable starters (hurdlers!!!!)
  - ▶ Good turn runners
  - Gripping the baton
- Body weight in the set position

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"Clang - Clang - Clang"

# Who's at Fault?

## Legs 2-3&4

- Setting up your zone
- How much tape can you use
- Where do you put the tape (start with 20)
- Body position
- Anticipate the incoming runner
- See their feet
- > Second exchange is more critical
- Don't switch hands

**Hand Off** 

Over hand▶Under Hand▶Push

#### 4x400, 4x200, SMR (long&short)

- Visual passes should always be 100% visual
- Never turn your back on the incoming runner
- Face the curb for the exchange
- Give the outgoing runner a target the outgoing runner is responsible for the pass
- Make the pass at or just beyond the start line
- ▶ The "Hisslop Slip"

#### **Personnel Selection**

## ▶4x100

- Lead off best starter
- ▶ 2<sup>nd</sup> leg "Big Baller"
- ▶ 3<sup>rd</sup> leg Hurdler hides the "donkey"
- ▶ 4th leg Head Hunter

#### **Personnel Selection**

### +4x400

- Lead off leg shorter sprinters 300 hurdlers good lane runners
- ▶ 2<sup>nd</sup> leg good lane runner 200/300H type
- ▶ 3<sup>rd</sup> leg Best or #2 400 "scalded dog" 800 kid
- 4<sup>th</sup> leg strong chaser front runner patient -800 or your #1

#### **Relay Practice**

- No horsing around
- Run through the zones for both sprinters
- Zone runs of 2.0-2.4 (B) and 2.4-2.8 (G)
- Get big reps at each session
- A good session requires no more running
- Run some contact stuff for the longer relays
- 4x350 long relay practice
- ▶ "Texas Relay"

## Race Day

- Walk the track to check the zones
- Football vs Soccer tracks
- ▶ Triangles Boxes Lines
- ▶ Wet track and the "Veney Flex Defense"

#### Race Day Responsibilities

- Lead off 2 to 3 batons in their bag
- ▶ 2<sup>nd</sup> leg tape and zone markers
- 3rd leg leads the walk through
- Anchor reports "all clear" or DQ
- If your gear is on the track, each leg picks up the outgoing runners stuff

Relay Perks	
Relay bags, sweats, speed suits are a great incentive plan.	
There Can Be Only One!	-
Well, maybe two!	-
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