



# Neuromuscular Running Drills and Technique Analysis

## Drill Taxonomy & Purpose

**Overview:** Running drills are fundamental exercises used to reinforce proper biomechanics, build specific strength, and develop neuromuscular coordination for efficient running form <sup>1</sup> <sup>2</sup>. The classic "A-B-C" drill series, popularized by coach Gerard Mach in the 1970s, remains widely used by coaches today for these purposes <sup>3</sup>. Below is a taxonomy of key drills, each with its biomechanical focus and execution cues:

### A-Skip & A-March (High Knee Drill)

**Purpose:** The A-skip (and its slower counterpart A-march) emphasizes front-side mechanics – an exaggerated **knee drive** followed by an active foot strike directly under the center of mass. It trains upright posture, coordinated arm-leg motion, and strengthens the hip flexors and quads through a high knee lift <sup>4</sup>. A-skips promote an **efficient foot strike with minimal ground contact time and optimal knee lift**, while allowing full range of motion at the hips <sup>5</sup>. Essentially, this drill teaches runners to “lift the knees, then drive the feet down” rather than reaching forward.

**Execution Cues:** From a skip-like bouncing rhythm, **lift one thigh to parallel** (hip height) with **toe dorsiflexed** (“**toe up**”), then **“paw the foot down** aggressively, landing on the ball of the foot **directly under the body’s center of gravity** <sup>6</sup>. The cue “*knees up, feet down*” is often used – the knee comes up, and then the foot punches down **under the hips** with the ankle dorsiflexed for a midfoot strike <sup>7</sup>. Keeping the toes up (avoiding early plantarflexion) ensures a stiff ankle at contact and better force application <sup>8</sup>. The athlete should feel a quick **bounce off the ground** rather than a shuffle. Arm swing is coordinated in opposition to leg drive (as in normal running). Good posture is crucial: **hips tall and slightly forward** (a slight forward lean) so that the foot doesn’t reach out in front <sup>9</sup>. If the athlete is too upright, the foot may land too far forward; a bit of forward lean helps the foot land in the **“sweet spot” beneath the hips** for optimal ground force <sup>9</sup>.

**Biomechanical Benefit:** A-skips reinforce front-side mechanics and rhythmic **neuromuscular firing patterns** for sprinting. They teach the feeling of driving down into the ground beneath the body, which can translate to less overstriding and better use of the glutes and hamstrings in running. In fact, practicing A-skips has been shown to encourage foot strikes under the center of gravity and activate the posterior chain (glutes, hamstrings, calves) for a more powerful stride <sup>10</sup>. While A-skips are relatively low-intensity, they serve as a specific strengthening drill and warm-up that “grooves” proper running form <sup>1</sup>. **Coaching tip:** Before doing them at full speed, do a slower **A-march** to master the mechanics. A-march is simply the A-skip done as a march (no bounce) to focus on form.

**Common Errors to Avoid:** Not applying enough downward force (a weak foot strike) and staying too upright are common mistakes <sup>7</sup>. Athletes sometimes **point their toes down** (plantarflex) during the skip – this is incorrect, as it delays effective contact; instead, the foot should stay flexed up (toes up) until hitting the ground <sup>8</sup>. Also avoid trying to cover too much ground with each skip – the goal is

rhythm and vertical force, not forward distance. Speed of execution should come after mastering the correct timing and posture.

### B-Skip (Foreleg Extension Drill)

**Purpose:** The B-skip is a progression of the A-skip that adds a **foreleg extension and paw-back motion** to the high-knee cycle. It was designed to drill the “**active clawing**” of the foot back under the hips, which mimics the recovery phase of sprinting when the lower leg extends and then **pulls backward** just before ground contact. The B-skip particularly targets **hamstring activation and eccentric strength**, as the hamstrings must control the forward swing and then initiate the backward pull. Done correctly, it teaches athletes to **strike the ground with a bent knee under the body** (preventing overstriding) and to apply backward force. In other words, it emphasizes a powerful **paw-back** to create propulsion instead of a passive landing.

**Execution Cues:** Begin like an A-skip: **drive the knee up** with toes up. At the top of the knee lift, **extend the lower leg forward** (as if kicking out) **then immediately whip the foot back and down** (“claw” it back) to land on the ball of the foot beneath the hips <sup>11</sup> <sup>12</sup>. Coaches often say “*lead with the heel*” during the extension and then “*scratch the ground*” as you pull back. The landing should feel active, with the foot moving backward upon contact (as opposed to stabbing straight down). Maintain dorsal flexion (toes up) during the cycle to ensure a midfoot/forefoot strike under the body <sup>13</sup>. Keep the posture tall and core engaged as in A-skip. Essentially, a B-skip is “**A-skip + leg reach + paw-back**.”

**Why It's Often Done Wrong:** B-skips are notoriously performed poorly by athletes who flick their lower leg out without the proper paw-back. A lazy B-skip looks like a mere forward flick of the foot (“lazy flicks” as some coaches say) with no forceful backward drive <sup>14</sup> <sup>15</sup>. This is counterproductive and can encourage overstriding or even strain the hamstring if done carelessly. The key is separating the motions: **thigh up, then lower leg extend, then immediately pull back**. Many coaches avoid B-skips because athletes struggle with that coordination and may “**cast out**” the leg **excessively**, increasing injury risk <sup>16</sup>. However, when done properly, the drill teaches control of the swing leg and strong foot strikes. **Focus on the paw-back:** the moment the leg extends, snap it down under you. **Leading with the heel** (heel slightly up) helps maintain a cyclical motion and ensures you land on the ball of the foot, not the heel <sup>13</sup>.

**Biomechanical Benefit:** B-skips reinforce the concept that a high knee lift must be followed by an active drive down and back. This drill can improve an athlete’s **frontside mechanics transition into backside push-off**. It builds specific strength in hip flexors (lifting the leg) and hamstrings (pulling back). For sprinters, hurdlers, and jumpers, it replicates aspects of their events – for example, hurdlers and triple jumpers often extend the leg and then *claw* back under them in their actual movements <sup>17</sup>. Including B-skips in training can increase confidence in hamstring strength and resilience because the drill, done right, involves controlled eccentric and concentric hamstring work <sup>18</sup>. **Coaching note:** Ensure the athlete has mastered A-skips before introducing B-skips – if their A-skip form is funky, adding the complexity of B-skip will likely cause more harm than good <sup>19</sup>.

### Straight-Leg Bounds (aka “Prime Times” or Scissor Runs)

**Purpose:** Straight-leg bounds are a dynamic drill used to develop **ankle stiffness, reactive strength, and hamstring-glute power** in a running context. In this drill, the athlete bounds forward with **minimal knee bend**, using a straight (or slightly unlocked) leg to strike the ground. This action teaches the athlete to apply force **through the hip (glutes) and hamstrings** while keeping the ankle joint stiff – closely mimicking the **high-speed running posture** where the leg is relatively straight at ground contact and the hips drive the motion <sup>20</sup>. The drill reinforces quick ground contact and elasticity in the

lower legs, training the stretch-shortening cycle at the ankle. It's often described as feeling like a springy, stiff-legged run – which can enhance sprint speed and resilience to injury by strengthening the posterior chain in a specific range of motion.

**Execution Cues:** Assume a slight forward lean with hips tall. Begin a series of **skipping or bounding steps without actively bending the knees – legs remain almost straight** (about 10-15° of knee bend) and land on the midfoot/ball of foot. Emphasize striking the ground **under the center of mass** and popping off quickly. Key cues include: "Kick down, not forward," "toes up" (keep ankles dorsiflexed), and "lead with the heel" on each stride to ensure the foot is ready for a flat, powerful contact <sup>21</sup>. The movement looks somewhat like a **stiff, bouncing stride**, where each contact is quick and each swing leg only lifts to about 45° in front. Arms swing naturally as in running. Maintain an upright torso (avoid leaning back). The focus is on **vertical force and quick rebounding – let the ground contact propel you forward** rather than trying to reach out.

**Common Errors:** Because this drill can feel awkward, a few typical errors occur and should be corrected <sup>22</sup>:

- **Excessive backward lean:** Some athletes lean back and stick their legs out front, resembling a "Looney Tunes frog" posture <sup>23</sup>. This is wrong; instead, keep a slight forward lean so the foot strikes under or slightly behind the hip.
- **Going for speed over form:** Athletes often try to do straight-leg bounds too "quick" with tiny, rapid steps. That can defeat the purpose. It's better to ensure **each contact is strong and under the hip – quality over frequency**. Do not rush the drill; feel the "**pop**" off the ground from each stride <sup>24</sup>.
- **Insufficient leg lift:** Not lifting the swinging leg to ~45° at the hip. A modest front-side lift (about halfway up) is needed to prepare for a downward strike; if the leg stays too low, the athlete ends up shuffling without bounce <sup>25</sup>.
- **Pointing the toes (plantarflexing) in the air:** This is a big no-no as it leads to a sloppy foot contact. Athletes must keep the **ankle locked at 90° (toes up toward shin)** so that when the foot meets the ground, it's in a power position. *Cue:* Imagine pulling your toes toward your shin on each stride <sup>26</sup>. Leading downward with the heel can help enforce this, but actual contact should be close to a flat foot (midfoot/forefoot) strike <sup>27</sup>.

By avoiding these errors, the drill will correctly **teach the hamstrings and glutes to apply force into the ground** with short contact times <sup>20</sup>.

**Biomechanical Benefit:** Straight-leg bounds train the athlete to be **explosive without relying on deep knee bend**, thus isolating the hip extensors (glutes, hamstrings) and ankle stiffness. This can translate to more forceful pushoff in running and improved **leg stiffness** at foot strike, which is associated with greater running economy and speed. Coaches note that this drill is great for developing **elastic strength** in the hamstrings and minimizing ground contact time at top speeds <sup>20</sup>. In fact, straight-leg bounding is a staple for many sprint groups because it strengthens the specific musculature and movements used in maximal velocity running, potentially contributing to faster times and reduced injury risk <sup>28</sup>. Additionally, because it mimics some aspects of sprinting (but at lower velocity), it's a **safe way to introduce sprint-like stimulus** in early season or general prep phases when athletes are not ready for full-speed work <sup>29</sup>. Many coaches use straight-leg bounds during warm-ups or **early training phases** to build a base of elastic strength, and also occasionally in special endurance workouts (e.g. as a "finisher" after a hard run to reinforce mechanics under fatigue) <sup>29</sup>.

## Carioca / Lateral Shuffle Drills

*Figure: Athletes performing a Carioca drill, shuffling laterally with a crossover step. Lateral drills like this engage the hips and core in ways that straight-ahead running does not.*

**Purpose:** Most running drills occur in the sagittal (forward) plane, but **carioca drills move in the frontal (side-to-side) plane**. Carioca (also known as the grapevine drill) involves a sideways shuffle where the legs alternately cross in front and behind. The purpose is to **break the monotony of strictly forward motion**, activating the hip abductors/adductors, gluteus medius, and core stabilizers that often get neglected in linear running <sup>30</sup>. By training lateral and rotational movement, carioca drills improve **coordination, agility, and balance**, and help runners develop a more well-rounded strength profile. They are especially useful for engaging the muscles around the hips and glutes (the “stabilizers”) which provide stability and prevent excessive pelvis drop or knee valgus during running <sup>31</sup>. In short, lateral drills address muscle imbalances from always moving forward, potentially reducing injury risk and improving overall running form.

**Execution Cues:** Stand sideways and begin moving laterally with a **cross-step pattern**. The trailing leg steps **over and in front** of the leading leg, then the next step brings the now trailing leg **behind** the other – in a repeating “over-under” weave. One common teaching sequence for carioca is:

1. **Athletic stance:** slight bend in knees, core engaged. Arms can be held out at shoulder height or in a running arm swing pattern.
2. **Cross behind:** Push off the lead foot, step the trailing foot **behind and across** the front leg, shifting weight onto it <sup>32</sup>.
3. **Step side:** Move the original lead foot sideways so feet are apart again <sup>32</sup>.
4. **Cross in front:** Now take the same trailing foot and cross **in front of the other leg**, lifting the knee a bit as you do so, then plant it down <sup>33</sup>.
5. **Repeat:** Continue this braiding footwork for the length of the drill (typically 15–30 meters), then reverse direction.

Keep the hips and shoulders facing forward (or gently swiveling) – don’t completely turn your body sideways, as the goal is a coordinated twist of the torso and hips. **Arm movement:** Either hold arms out to sides for balance or perform an exaggerated arm swing horizontally (some coaches have athletes swing their arms in opposition to foot crossover to simulate trunk rotation and balance). Focus on a **smooth, rhythmic crossover** rather than speed. As coordination improves, increase quickness while maintaining form.

**Muscles & Benefits:** The carioca engages the **core and hip musculature** significantly. Crossing the legs forces your **glutes, hip flexors, and adductors/abductors** to work through an extended range, improving mobility. It strengthens the lateral hip stabilizers (gluteus medius, TFL) which helps in preventing injuries like IT band syndrome or knee valgus collapse by improving hip stability during running <sup>34</sup> <sup>35</sup>. Moreover, moving in the frontal plane teaches the body to better handle side-to-side forces – an important aspect for trail runners or any athlete who might need to dodge or move laterally <sup>36</sup>. It can improve proprioception and agility, possibly saving an athlete from missteps or rolled ankles by improving lateral quickness and balance <sup>37</sup>.

**Breaking Sagittal Dominance:** Runners spend most of their time moving forward, so the muscles that control lateral motion can become underdeveloped. Training with lateral drills like carioca **“strengthens the lateral muscles, which prevents excessive sideways movement as you move forward”**, thereby enforcing proper alignment even in forward running <sup>38</sup>. In other words, a stronger lateral chain keeps your form tight (less wobble) in the sagittal plane. Studies and coaches emphasize that frontal plane

training actually **supports** and improves forward running performance by correcting imbalances <sup>39</sup>. Runners who incorporate such drills often report feeling more “athletic” and stable.

**When/How to Use:** Carioca is commonly used as a **dynamic warm-up drill**, preparing the hips and legs for activity. It can be done over ~20 meters down and back. It’s also a fun coordination challenge for athletes, improving footwork. Variations include high-knee carioca (adding an exaggerated knee lift during the crossover) and carioca with an agility ladder (to increase speed and precision). These can further challenge coordination once basic carioca is mastered <sup>40</sup> <sup>41</sup>.

## Ground Contact Time (GCT) Minimization

When it comes to running fast and efficiently, **ground contact time (GCT)** – the duration your foot spends on the ground each step – is a critical factor. Sprinters at top speed have incredibly short GCT (on the order of 0.09–0.12 seconds in elite sprinters) because they are applying explosive force in a very brief instant <sup>42</sup>. For distance runners, a moderately short contact time can also improve running economy by reducing braking forces. Plyometric drills are a primary tool to train the body to **apply high force in minimal time**, thereby reducing GCT. Additionally, neuromuscular techniques like muscle pre-activation (pre-tensing) help prepare the leg for efficient, spring-like contacts. This section covers specific drills to reduce ground contact time and the science of pre-tensing muscles before impact.

### Plyometric Drills for Reducing GCT

**Pogo Jumps (Ankle Hops):** Pogos are a simple yet highly effective drill to train quick ground contacts. In a pogo jump, one keeps the knees nearly locked and bounces off the balls of the feet, using mainly the **ankle joint** like a spring (imagine the motion of a pogo stick). The goal is to achieve **ultra-short contact times (on the order of 0.15–0.18 seconds) with each hop** <sup>43</sup>, emphasizing the stretch-shortening cycle in the Achilles tendon and calf muscles. This drill teaches the concept of **“stiffness”** – the ability to resist collapse and rebound quickly. Athletes should focus on *springy, bouncy rebounds* off the ground with minimal knee bend and heels barely kissing (or not touching) the ground. **Cue:** think *“hot ground”* (don’t let your feet stay on the ground – get off it as fast as possible). Pogo jumps train **fast-twitch recruitment and lower-leg stiffness** specifically <sup>44</sup>, which directly translates to reduced ground contact in running. They are often done in place or for short distances, in sets of 10–30 hops. Because of the high elastic demand, keep volume reasonable to maintain quality.

**Depth Jumps / Drop Jumps:** Depth jumps are a classic plyometric exercise aimed at extreme reactivity. In a depth jump, the athlete **steps off a box or platform and upon landing immediately rebounds upward** (or forward, depending on the variation). This exercise creates a high impact force that, if utilized quickly, generates a powerful concentric jump via the stretch-shortening cycle. To specifically train for short GCT, coaches use the *drop jump* variant: using a relatively low box (20–60 cm), the athlete drops down and **focuses on minimal knee bend and minimal contact time on the ground** before springing up <sup>45</sup>. In fact, drop jumps are defined by their **“instant” reversal** – think of bouncing a ball; the goal is a quick bounce, not a deep squat. A well-executed drop jump will have the athlete land almost *stiff-legged* (though safely) and explode upward with **ground contacts well under 0.25s**. Track & field coaches often prescribe low altitude drop jumps precisely to mimic the brief ground contact of sprinting, sometimes even cueing athletes to land **“flat-footed” and stiff** to replicate the full-foot contact in maximal velocity running while still keeping the contact very short <sup>46</sup>. Research supports that such **fast-reactive plyometrics (<0.2s contact)** maximize utilization of elastic energy and reactive strength <sup>47</sup>.

For more advanced athletes, depth jumps can also be done from higher boxes with a focus on jump height (which inherently lengthens ground contact); however, those are geared toward power more than pure GCT reduction. For GCT training, **lower boxes and strict technique** (minimal sink on landing) are preferred. One guideline is to choose a box height at which the athlete can land and rebound **without a noticeable delay** – if contact time starts to drag out or the athlete has to sink too low, the box is too high <sup>48</sup> <sup>49</sup>. Using a contact mat or timer can help monitor the exact GCT and ensure the athlete is staying in the reactive (<0.25s) zone.

**Additional Plyos:** Other drills that specifically train quick contacts include **hurdle hops** (serial bouncing over low hurdles with minimal ground time) <sup>50</sup>, **skipping or running in place with very high frequency** (to a metronome), and even technical sprint drills like the A-skip when done very fast. The key across all these exercises is the intent: prioritize a **short amortization phase** (coupling time). The muscles and tendons should act like a stiff spring – load and explode. Plyometric training organized by ground contact profiles shows that certain drills target this reactive quality: for example, in one categorization, pogo jumps and low hurdle hops were in the “fast reactive” category (<0.20s), while more strength-oriented jumps had longer contacts <sup>43</sup> <sup>51</sup>. By selecting the right drills, coaches can specifically train athletes to be reactive.

**Result:** Through consistent practice of these plyos, athletes can significantly improve their reactive strength index (jump height divided by contact time) – essentially learning to produce more force in less time. This carries over to running as **shorter ground contact times and higher stride frequencies**, since the legs can now cycle faster without losing force. It’s important to note, however, that these drills should be done when fresh and with full focus on quality; once fatigue sets in, contact times will increase and the training switches to a different stimulus <sup>52</sup>. Coaches often stop the set once they observe the athlete’s contacts getting slower or sloppier – that ensures every rep trains the desired quality.

### Muscle “Pre-Tension” Before Impact (The Science of Pre-Activation)

One often overlooked aspect of minimizing ground contact time is what happens **just before the foot hits the ground**. Elite sprinters intuitively activate (tense) certain muscles in anticipation of contact – a feed-forward mechanism that stiffens joints and prepares the leg spring to compress and rebound instantly. This concept is known as **muscle pre-activation or “pre-tensing.”** Essentially, by tensing the muscles at just the right moment before impact, the athlete can **hit the ground already stiff and prepared to push off**, rather than absorbing too much and lagging on the ground.

**What is Pre-Tension?** In technical terms, “*pre-tension is a combination of muscle recruitment before landing and a rapid switch from relaxation to stiffening right before foot contact.*” <sup>53</sup> In practice, it means as the foot is swinging forward about to land, key muscles like the hamstrings, quads, and calf begin contracting *milliseconds* early to brace for impact. For example, EMG studies show that the vastus medialis (a quadriceps muscle) fires **~30 milliseconds before foot strike** in sprinting <sup>54</sup> – essentially the body anticipating ground contact by stiffening the knee. Similarly, the hamstrings (which decelerate the forward swing and help stiffen the knee) and calf muscles (which lock the ankle) have high activation *before and at the moment of impact* in well-trained runners <sup>55</sup> <sup>56</sup>. This pre-activation means the leg behaves like a pre-loaded spring on contact, storing elastic energy and rebounding quickly, rather than like a loose shock absorber which would compress slowly.

**Training Pre-Activation:** While some amount of pre-tension is reflexive in skilled athletes, it can be enhanced through drills and cues. Plyometric exercises inherently train this – for instance, low **box hops** and rhythm hops force the athlete to develop an early tension before each landing, or they simply won’t rebound quickly. A coach can cue an athlete during drills like pogos or hurdle hops to “*anticipate the*

*ground*" or "stay stiff." Over time, the athlete learns the feeling of contracting the calves/quads **just prior to ground contact** for an optimal rebound. One coach's findings using fine-wire EMG noted that some non-elite athletes "**relax too much and have delayed contraction times**", whereas elite performers switch on at the right instant <sup>57</sup>. Drills that involve surprise or quick response, like dropping off a low box and reacting, can induce the neuromuscular system to activate sooner. Additionally, strength training exercises that emphasize rapid switching from eccentric to concentric (like drop catches, or catching Olympic lifts) may help.

**Cueing Dorsiflexion:** A very practical cue related to pre-tension is keeping the **ankle dorsiflexed** (toes up) as the foot approaches the ground. This is hammered in form drills – e.g., the A-skip cue "toe up" – because a dorsiflexed ankle means the calf is active and the Achilles is pre-loaded for contact <sup>8</sup>. If the foot is allowed to dangle or plantarflex, the Achilles slackens and the foot will slap down, increasing contact time. By contrast, a stiff ankle joint at landing behaves like a spring (and also usually lands closer to beneath the body). So, a universal tip for runners: **before contact, pull your toes up** – this naturally aids pre-activation of the lower leg.

**Benefits:** Mastering pre-tension can significantly reduce the **amortization phase** (the time where the muscular-tendon unit is transitioning from loading to push-off). As one coach put it, "*you're not just leaving the floor – you're bouncing off it.*" <sup>58</sup> With proper pre-activation, the athlete can hit the ground and rebound with minimal delay, effectively leveraging elastic energy. This not only improves performance (speed, jump height) but can also reduce injury risk because the **load is absorbed by tensed muscle-tendon units** rather than by collapsing joints or passive structures. In sprinting, strong pre-activation of the hamstrings just before footstrike is thought to protect the hamstrings from strain by stiffening them at the critical moment of ground contact (when they're stretched and loaded).

It should be noted that there's an optimal level of tension – athletes should not be rigid too early or they waste energy and lose fluidity. The idea is a **rapid switch from relaxed flight to stiff support** at the last split-second <sup>53</sup>. This timing is a skill developed with practice. According to anecdotal evidence, even just **8-15 foot contacts per leg in a drill, for 3-5 sets**, a couple of times a week, can yield improvements in an athlete's ability to pre-tense and react <sup>59</sup>. The scientific research on training pre-activation is still emerging (it's "scant" in literature) <sup>59</sup>, but coaches' practical results and fundamental biomechanics support its importance. If an athlete can learn to "*increase the relaxation to pre-tension rate*" – meaning switch from loose to tight faster – they will achieve shorter contacts <sup>60</sup>.

In summary, minimizing GCT is not just about pushing hard; it's about **hitting the ground prepared**. Through plyometrics and conscious practice, runners can develop a muscle pre-tensing ability that, combined with strength and technique, leads to light, explosive steps.

## Cadence & Stride Mechanics

Efficient running isn't only about how forcefully you push off, but also **how you cycle your legs and where they land relative to your center of mass**. Two major aspects of stride mechanics are **stride length vs. cadence (step frequency)** and the tendency of some runners to **overstride** (land with feet too far forward). Neuromuscular drills and cues can help correct overstriding and improve cadence without significantly increasing energy cost, thereby improving running economy and reducing injury risk.

## Correcting Overstriding (Avoiding Braking Forces)

**What is Overstriding?** Overstriding is a form flaw where a runner's foot lands **in front of their center of gravity** (often with the knee excessively straight), rather than beneath it. This is commonly seen as a heel strike far forward, and it creates a **braking force** – essentially the foot is hitting the ground in front and pulling the body to a stop momentarily <sup>61</sup>. Overstriding not only slows a runner down, but also increases impact on the joints (hip, knee, ankle) because the ground reaction force is directed backwards against the motion. Ideal running form has the foot contacting close to under the hips (center of mass) with the shin vertical or lightly angled, reducing braking and allowing a smoother rollover <sup>62</sup>.

### Drills and Techniques to Fix Overstriding:

- **Increase Forward Lean:** Runners who overstride often run upright or even leaning back. By adopting a *very slight forward lean from the ankles* (~8-10°), you encourage your foot to land closer under you <sup>63</sup>. Essentially, if your body "falls" forward, your foot must catch up underneath. A cue is to imagine running tall but with hips forward and chest ever so slightly ahead of feet – this can reduce the urge to stretch the leg out in front.
- **Increase Cadence (Step Rate):** Overstriders usually have a **slower cadence** (maybe 130-160 steps per minute) paired with longer strides <sup>64</sup>. By upping the step frequency, each stride becomes naturally shorter (landing more under the body). In fact, increasing cadence is one of the **quickest fixes** for overstriding <sup>65</sup>. A commonly cited benchmark is ~180 spm for many runners, but the exact number can vary. The idea is to gradually raise your cadence by ~5-10%. Doing so **shortens ground contact time and shifts foot strike closer to the center of gravity** <sup>66</sup>. A practical method is using a **metronome or cadence app**: determine your current easy-run cadence, then set a metronome to say +5% higher and practice running to that rhythm <sup>67</sup> <sup>68</sup>. For example, if you naturally run at 160 spm, try 168 spm. This neuromuscular training forces your legs to turn over quicker, leaving less time for them to fling out front. Over time, a new cadence can feel natural, and the overstriding disappears. It's recommended to implement cadence increases gradually (perhaps in segments of runs or short drills) to let your body adapt.
- **A-Skip Drill:** As detailed earlier, the A-skip drill is excellent for overstriders because it trains exactly the opposite pattern: you *drive the foot down under the body*. Coaches often specifically prescribe A-skips to runners trying to fix overstriding <sup>69</sup> <sup>10</sup>. The emphasis on high knee and then active foot strike underneath replicates the proper stride timing. When performing A-skips, think about that **downward "piston-like" foot drive** – this is the movement you want to integrate into your normal running. By drilling it, you build the muscle memory. According to Sanford Health S&C specialists, "*by driving the foot down to the ground (in A-skip), contact occurs under the center of gravity and the posterior chain muscles are activated for a more powerful stride.*" <sup>10</sup> In other words, it not only fixes overstriding but also makes your stride stronger.
- **"Run in Place" Lean Drill:** A quick exercise: jog in place with high knees. Then **lean forward slightly from the ankles** – you will automatically start running forward. This teaches that if you keep the cadence up (from the in-place jog) and simply lean, your stride length adjusts naturally without reaching out. This drill, often mentioned in coaching circles, reinforces landing under the body.
- **Uphill Running:** It is virtually impossible to overstride uphill because of the hill angle. Doing short hill repeats is a sneaky way to teach proper foot strike. The ground meets you sooner due to the incline, and you must lift knees and place feet directly under or even behind your center of

mass to push up the hill <sup>70</sup>. Integrating uphill sprints or runs can help overstriders learn not to heel strike out front. It's recommended to use moderate inclines (4–5% grade) and focus on driving the knees and quick steps.

- **Barefoot Strides:** Running barefoot (or in minimal shoes) on a safe surface for short strides (50–100m) can naturally discourage overstriding. Most people, without cushioned shoes, will intuitively land more midfoot and under their body (landing heel-first far in front hurts when barefoot) <sup>71</sup>. A few strides barefoot at the end of runs can reinforce a midfoot strike and proper foot placement. They also strengthen the feet. Coaches often advise 3–5 × 100m relaxed barefoot strides on grass as a form cue and foot strengthener for those trying to fix overstriding <sup>71</sup>.

**Cadence and Cost:** One concern runners have is whether increasing cadence will make them expend more energy (since you're taking more steps). If done correctly (small increase, adjusting stride), the **metabolic cost increase is minimal, and sometimes running economy even improves**. Research and coaching observations have shown that a 5–10% *increase in cadence* can **reduce impact forces on the knees by ~15–20%** and also potentially improve running efficiency <sup>72</sup>. In many cases, an overstrider's "natural" cadence is not actually the most economical; they might be over-striding and wasting energy braking. By upping cadence modestly, they eliminate the braking and utilize more elastic bounce, which can **offset the energy of a few extra steps**. Of course, there is an optimal range for each person, but the fear that moving from (say) 160 to 170 spm will sap your endurance is largely unfounded if done gradually. In fact, many runners report feeling smoother and lighter at a higher cadence once adapted <sup>73</sup>. It's about finding the sweet spot for you – very tall runners may not hit 180, but getting out of an excessively slow turnover can help almost everyone. And notably, *cadence retraining doesn't require huge mileage*: even short, focused sessions with a metronome (like 5 minutes of practice a few times a week) can be enough to shift your gait over time <sup>74</sup>.

## Metronome Training and Neuromuscular Patterning for Cadence

**Metronome Training:** Using a metronome (or metronome audio app/music) is a direct way to train your neuromuscular system to a new cadence. As mentioned, determine your current cadence, then set a metronome a bit higher (e.g., +5%). **Practice running to the beat** – start by matching your arm swing or marching in place to it, then jog and eventually run at your desired pace while keeping in sync with the ticks <sup>75</sup>. Initially, it might feel awkward or "choppy," but your body will adapt. The metronome gives immediate feedback if you're falling back into old habits (you'll hear that you're off the beat). This kind of practice ingrains a new motor pattern. Over time, you internalize the quicker rhythm and can dispense with the metronome. It essentially serves as **training wheels for your cadence**.

One method is to incorporate metronome sessions a couple times a week during easy runs or as a warm-up drill. For example, run 1 mile listening to a cadence-beat track (or a song remixed to, say, 175 bpm). Focus on light, quick steps – it's okay if your stride feels shorter. Ensure you're not just shuffling – still push off, but with a quicker turnover. Over weeks, your "natural" cadence might rise to match that without needing the audio cue.

**Neuromuscular Patterning:** The goal of cadence drills and form drills is to **create muscle memory for efficient movement**. Drills like "**Sweeps and Swings**" (sometimes used by coaches) involve practicing the swinging forward of the leg and the backward sweep (paw-back) in a exaggerated but controlled manner, often while standing in place <sup>76</sup> <sup>77</sup>. This builds the pattern of how a proper stride should feel – with the foot landing near the body then extending behind. A-skips and B-skips, as detailed, also build those neuromuscular pathways. Each repetition done correctly helps carve a pathway in the brain so that, when running at full speed or under fatigue, the body reverts to that trained pattern <sup>78</sup>. With

enough repetition, the strides that once required conscious effort (higher cadence, foot under hip) become automatic.

**No Extra Metabolic Cost, Up to a Point:** Studies have shown that if you force a runner far outside their preferred cadence, economy can worsen initially <sup>79</sup>. However, if the change is subtle and addresses an existing inefficiency, the runner can improve economy. In practical terms, a runner might find that increasing cadence by ~5-7% makes them feel **smoother and less bouncy**, with no noticeable increase in heart rate for the same pace – a sign that their efficiency is intact or improved. The body likely finds a new equilibrium in which the energy saved from reduced braking and vertical oscillation compensates for the slightly higher step frequency.

In summary, **cadence work via metronome drills and targeted form exercises** can help a runner learn to run faster *without* simply muscling it or increasing effort. Instead, they run faster (or with the same speed less stress) by improving mechanics – which is the essence of neuromuscular training.

## Implementation & Dosage of Drills

Having a library of drills and techniques is only part of the equation. Equally important is **how to integrate these drills into a training program**. When and how often should you do them? How many reps or for what distance? How do you ensure the drills are actually improving form and not just done for their own sake? And how should drill emphasis change through a season (periodization)? In this section, we'll cover best practices for implementing running drills in a training routine, including **optimal timing (e.g. as warm-up activation or separate sessions)**, **appropriate volume**, and **maintaining technical quality**, as well as considerations for different phases of training.

### Optimal Timing: Warm-Up Activation vs. Separate Sessions

**During Warm-Ups (Activation):** A very common and effective approach is to include form drills as part of the **warm-up before the main workout**. After an easy jog and dynamic stretches, drills like A-skips, B-skips, high knees, butt kicks, carioca, etc., can be performed to “**activate**” the **neuromuscular system**. This primes the specific muscles and rehearses the movements you want to reinforce in the workout to follow. For example, before an interval track session or a sprint workout, doing A-skips and straight-leg bounds can remind the athlete of proper mechanics (high knees, quick contacts) right before they run fast. Many coaches consider drills indispensable in warm-ups for speed work <sup>80</sup> <sup>81</sup>. Drills elevate heart rate slightly, improve range of motion, and wake up coordination, effectively bridging the gap between slow running and fast running. As coach Graham Eaton notes, “*A-runs (a variation of A-skip) are a good sprint drill in a warm-up before acceleration & max velocity work*” <sup>82</sup> – they cue the athlete to strike down and cycle their legs, which is exactly what they need to do in the workout.

**Integrated into Workouts:** Drills can also be inserted **within or at the end of workouts** in some cases. For instance, a coach might have a sprinter do a 150m fast rep and then immediately go into 30m of A-skips or A-runs afterward as a “finisher” to practice maintaining form under fatigue <sup>83</sup>. This method helps the athlete hold technique when tired (such as the end of a race). Middle-distance runners or even 5k/10k runners might do strides (short accelerations) after an easy run to reinforce good mechanics; similarly, they could do a few form drills post-run to reset and ensure they’re ingraining efficient patterns.

**Separate Drill Sessions:** For beginners or athletes focusing on form rehabilitation, **separate technique sessions** might be useful. This could look like a 20-minute session 1-2 times per week dedicated solely to drills and strides, not connected to a strenuous run. In these sessions, the athlete is fresh and can

concentrate fully on form without the fatigue of a prior workout. Such sessions are common in base training phases or injury rehab – for example, a runner coming back from injury might do a drills session to rebuild coordination before resuming harder training. Distance coaches sometimes have their athletes do “drill circuits” on easy days for neuromuscular stimulus without overall stress.

**Cool-Down / Auxiliary Use:** Some drills can be employed in cooldowns or general strength sessions (for example, carioca or skipping drills as part of a circuit) for additional coordination work. However, performing drills in a state of extreme fatigue (like at the very end of a hard workout) can engrain poor form if the athlete cannot execute well. It’s generally better to do drills when relatively fresh or only moderately tired, so the quality remains high.

**In-season vs Off-season:** In the off-season or general preparatory phase, some athletes might do **drill-focused practices** – for instance, a coach might dedicate one day a week to pure technical work: running drills, plyos, short hill sprints (to reinforce form) and no hard aerobic work that day. In competition season when workouts are more intense, the role of drills often shifts to a quick tune-up in warm-ups to reinforce already learned skills, rather than learning new patterns. But they remain important; as one article noted, drills are “one part of designing a complete program” along with actual running and strength training <sup>84</sup> – they complement but don’t replace running. Even in-season, continuing a bit of drills helps maintain the efficiency you built earlier.

**Key Point:** Whenever you do them, **drills need to have a context and purpose** (e.g., doing XYZ drill to focus on knee lift before this sprint workout, or to improve foot strike in general) rather than doing them mindlessly. As Coach Eaton says, “the only good drills are the drills done the right way in the context they were intended” <sup>85</sup>.

## Volume and Technical Quality

Quality is paramount in drill execution. These exercises lose their value if done to the point of sloppy form. Here are guidelines on volume and maintaining quality:

- **Keep Reps Short and Purposeful:** Drills are typically done for **short distances or rep counts**. For example, an A-skip might be done for 20–30 meters at a time <sup>86</sup>; a carioca might be 20m right, 20m back; straight-leg bounds might be 30m, etc. A common practice is 2–4 reps of a given drill over that distance. Chris Johnson, a physical therapist and running coach, suggests initially **3–5 passes of ~10–15 yards** for each drill, especially for complex skips, to practice without exhaustion <sup>87</sup>. This ensures you get enough repetition to learn the skill but not so much that fatigue sets in.
- **Stop at the First Sign of Form Breakdown:** The moment you notice your form is deteriorating – for instance, you can’t hold dorsiflexion, or your posture hunches, or you’re not getting the desired range – **stop the drill**. Pushing through for extra meters or reps with bad form is counterproductive; you’re then ingraining the wrong pattern. Many coaches explicitly say they will **stop athletes if their form breaks down** during drills <sup>88</sup>. One or two high-quality reps beat five sloppy ones. Drills are about neuromuscular learning, so you want only good inputs to the system.
- **Use Recovery Between Reps:** Drills aren’t conditioning (mostly). You don’t do A-skips to get “tired” – you do them to improve mechanics. So, **walk back to the start between drill reps**, catch your breath, reset, and then do the next rep with full focus. Especially for plyometric-type

drills (hops, bounds), allow adequate recovery (30 seconds, a minute, or whatever needed) to keep each contact explosive.

- **Combine with Strides:** A helpful approach is to do a drill and then go straight into a short stride (accelerations). For instance, do 30m of A-skip, then transition into a 20m quick sprint. This helps transfer the drill movement into actual running. It also naturally limits the drill's length (you switch to running once you feel form is dialed in).
- **Monitor Ground Contact Times or Other Metrics:** If you have access to tools (like a contact mat, or even just a coach's eye), monitor the quality. As an example, in plyometric sessions aimed at short GCT, if you see the contact time creeping up rep by rep, that's a sign fatigue is affecting quality – time to stop <sup>52</sup>. Or if a drill was meant to be quick and coordinated (like fast feet), and the athlete's rhythm falters, end it. Some coaches make a game of it – e.g., **perform pogo jumps until you “feel” one rep that isn’t as snappy**, then end the set there. This develops the athlete's self-awareness of technical degradation.
- **Progress Intensity Over Time:** Early on, perform drills at comfortable speeds to nail technique. As proficiency increases, you can execute them at a more explosive or faster cadence to more closely mimic high-speed running. For example, **Mach's protocol** was to eventually do skips “as fast as possible” once form was correct <sup>89</sup>. This progression should happen over weeks. During the learning phase, rhythm and coordination trump speed. Later, add a little more “pop” to them. Always revert to slower execution if form suffers at higher speeds.
- **Volume Within a Session:** You might select 4–6 drills in a session, 2–4 reps each, which typically is sufficient. That could mean, say, 4 drills × 2 reps of 30m = 240m worth of drilling, which is plenty when done with intent. Doing much more might indicate the intensity is low (like extensive drills for warm-up, which is okay) or that you're turning it into an endurance exercise, which it is not. One exception is using very low-level skips or hops in a circuit for coordination endurance, but even then, it's broken into sets.
- **Listen to the Athlete:** If an athlete is feeling particularly fatigued from prior training on a given day, reduce drill volume or skip exhaustive plyos. Drills demand freshness in the nervous system to be effective. They shouldn't feel like a heavy slog. The athlete should come away feeling *sharper*, not depleted.

## Periodization and Long-Term Integration

**General Preparation Phase (Off-Season/Base):** In the early phase of training, when the focus is often on building an aerobic base and general strength, drills can be introduced and practiced in higher frequency. The goal here is **skill acquisition and general athletic development**. Volumes can be slightly higher (more reps) since intensities are moderate. Coaches might incorporate a “**drills and strides day**” each week. Also, more **strength-oriented drills** like bounding, skipping, and extensive plyometrics are common in base training to develop power that will be tapped into later <sup>90</sup>. For instance, a college sprint coach might use straight-leg bounds and various jumps throughout the fall GPP to build robustness and explosive qualities even while the main workouts are not yet highly intense <sup>91</sup> <sup>29</sup>. Distance coaches may have their athletes do Mach drills twice a week year-round (as seen in the “Lauf ABC” approach for distance runners) – they advise ~10 minutes of drills 2x weekly as a way to “**optimize muscular control and clean movements**”, treating it as an investment in form efficiency <sup>92</sup>.

During this period, **learning new drills** and perfecting technique is emphasized. It's a good time to teach a formerly overstriding runner the A-skip, for example, when there's time to adapt before key races. Variation can also be introduced (different arm positions or added resistance in drills) to keep athletes engaged and work on weak links <sup>93</sup>.

**Specific Preparation Phase (Pre-Competition):** As training shifts to more event-specific work (speed, race-pace runs, etc.), the drilling might become a bit more event-tailored. Sprinters might introduce more frequent **high-speed drills** (like wicket runs or buildups that emphasize turnover), and reduce time spent on, say, heavy bounding. Middle-distance runners may still do drills but perhaps less bounding and more skipping/strikes to avoid excessive muscle fatigue that could interfere with key workouts. The total volume of drill work might be scaled back slightly, as the intensity of other training is higher. But **consistency is key** – the drills that were mastered in the off-season should still be touched on to keep the patterns sharp. This is where athletes often take those drills and incorporate them fluidly into their warm-ups.

**Competition Phase:** In peak season, **maintenance and fine-tuning** is the theme. Drills are generally high-quality, low-volume, used to activate muscles and reinforce form before races or hard sessions. For example, on race day a sprinter will do a series of skips, buildups, etc., to get ready – those drills are short and crisp. You likely won't be doing exhaustive hops or depth jumps within a few days of a race because the risk/reward tilts (they can cause soreness or neuromuscular fatigue). Instead, you might do light pogos or a few flying start strides to remind the body of quick contacts and then trust your training.

**Addressing Weaknesses Through Periodization:** If an analysis of an athlete's form or performance shows a particular deficit (say, poor top-end cadence, or weak pushoff), you can periodize an emphasis on certain drills. For instance, if an athlete has great endurance but poor elasticity, the coach might schedule a 6-week block in early pre-season focusing on plyometric drills (pogos, hurdle hops, etc.) to boost leg stiffness, then taper that as the racing season approaches. Or an athlete with form breakdown at the end of races might be given a protocol of form drills under fatigue (like the earlier example of 150m + A-run) during the specific phase to prepare for that scenario <sup>94</sup>.

**Long-Term Adaptation:** Over months and years, the goal is that these drills permanently elevate the athlete's movement efficiency. Studies have indicated that **performing drills regularly leads to more efficient neuromuscular patterns** in the long run <sup>95</sup>. Essentially, the drills help "lock in" the motor pathways for optimal running form. As the athlete progresses, drills can become more advanced (for example, single-leg variations, adding mini-hurdles, etc.) to continue providing a coordination challenge and stimulus.

**Periodicity and Recovery:** One should also consider not overdoing drills to the point they impede recovery. Some drills, especially plyometrics, are quite intense on the muscles and tendons. They should be treated with respect in the program – much like heavy lifting. If you did a hard plyo session, you might not schedule another on back-to-back days. During taper or recovery weeks, drill volume might be reduced, focusing only on a few that are crucial for neuromuscular sharpness.

**Summary:** Running drills are a tool that, when used at the right time and dose, can yield significant improvements in technique and performance. Implement them thoughtfully: *use them consistently* (especially in early training), *keep quality high*, and *tailor their use as the season progresses*. By doing so, you develop athletes who not only run faster but do so with sound mechanics and lower injury risk. When done right, "**when they do the drills right, your athletes have a fighting chance**" of reaching their performance potential <sup>96</sup>. Each drill is a small investment in better form that, compounded over time, pays off in the form of smoother, faster, and safer running.

**References:** The insights above are drawn from respected coaching resources and sports science findings, including sprint coaching literature (e.g., Gerard Mach's ABC drills), expert coaches' commentary on SimpliFaster [17](#) [22](#), exercise physiology research on plyometrics and muscle activation [43](#) [54](#), and practical guidelines from running specialists and physical therapists [10](#) [12](#), among others. Each drill and concept has a basis either in studies or in long-standing empirical success in training athletes. By blending these sources, we ensure the recommendations are both scientifically grounded and coach-approved for real-world training.

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