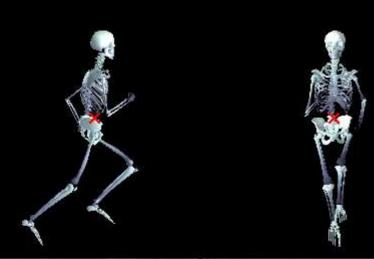
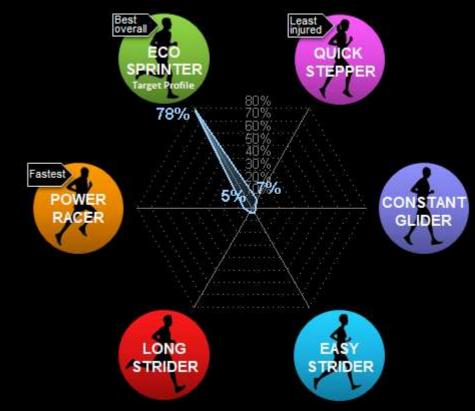
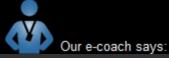
Date: 21 Jun 2021 Time: 5:48 PM Speed: 19 km/h











Your profile



This is the target profile, towards which you are guided by the green elite range fields and the stride rating score. It shows the best performance across the full long distance range taking into account also injury risk. Main focus can be put on optimising endurance and addressing any individual gait anomalies.

Note from your service provider:

No note written

Date: 21 Jun 2021 Time: 5:48 PM Speed: 19 km/h

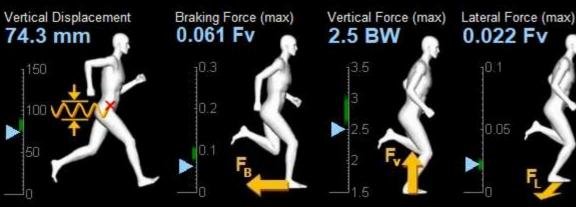


#### RUNNING PERFORMANCE @ 19 km/h



#### Runner Profile Stride Parameters



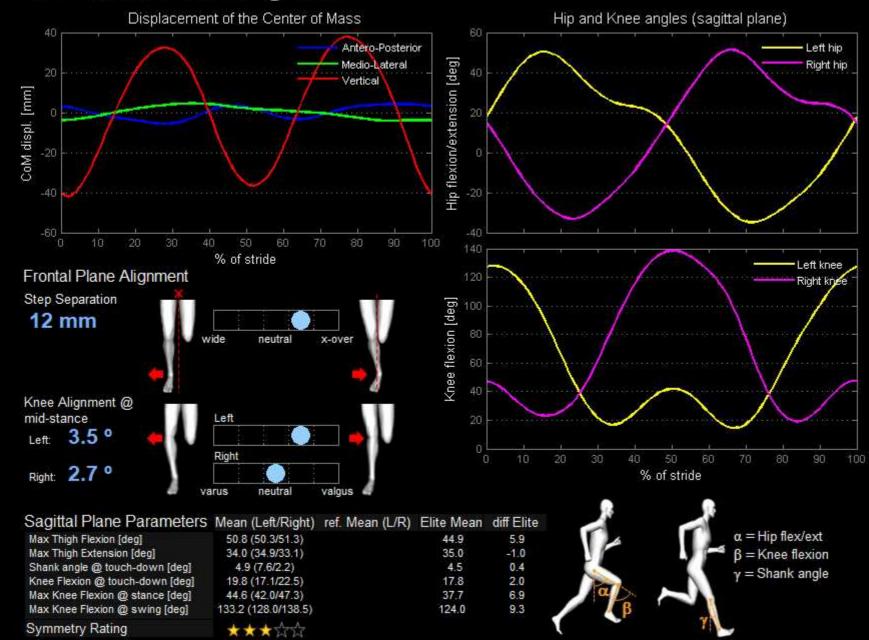




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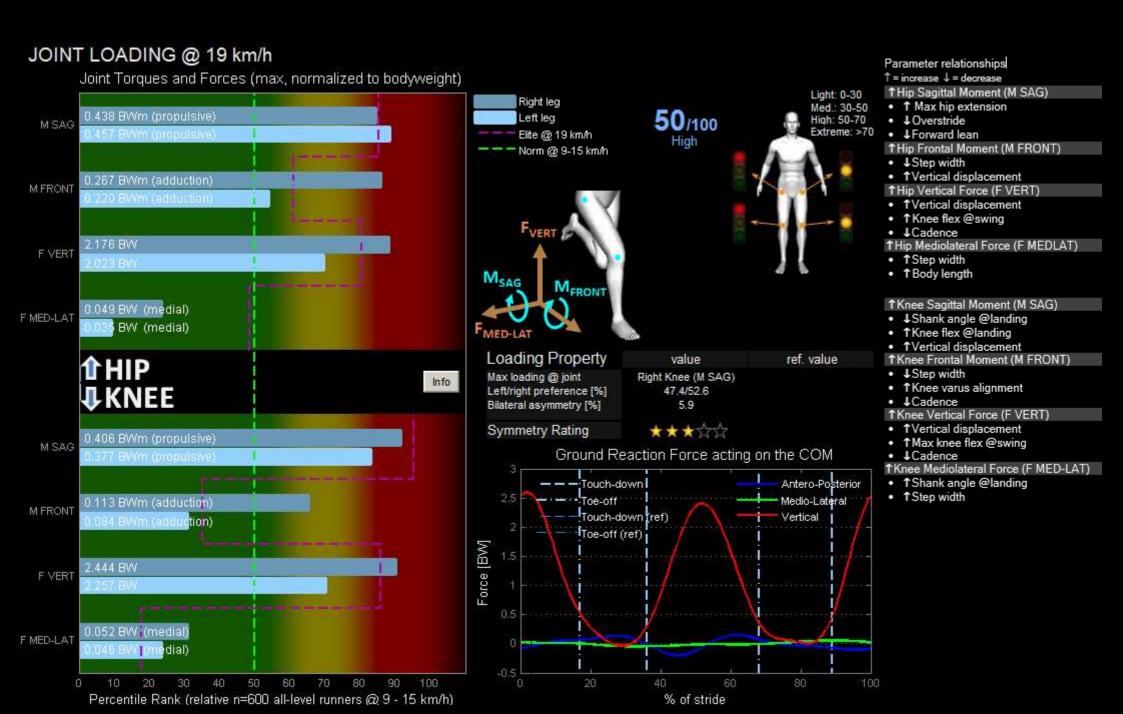


### GAIT CHARACTERISTICS @ 19 km/h



Date: 21 Jun 2021 Time: 5:48 PM Speed: 19 km/h





## Quick Reference Guide - Runner Profiles

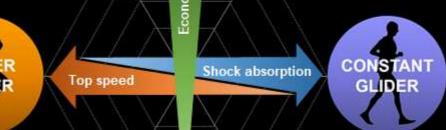


- MotionMetrix's target profile for optimal long-distance performance (green elite range fields in app)
- Active compact stride with great elastic bounce
- Best compromise between speed capacity, running economy and injury risk
- Very common profile among elite 5 42k runners
- · Next lowest injury risk after Quick Steppers
- Profile with highest top speed, very common among middle-distance elite runners
- Long powerful strides with short ground contact
- Stiff springy legs yielding great elastic bounce
- Large vertical peak force acting on the joints
- Highest injury risk, tough on lower leg and calf due to extreme ankle joint power generation





- Rapid footwork with good elastic bounce
- Good economy up to ~16 km/h that then drops due to excessive leg velocity (work to move the segments)
- Gentle loading due to small joint angles and peak forces
- Many top ultra runners and female marathoners belong to this category
- The least injured category among all six



- . Short strides with nearly constant ground contact
- Mild joint loading but limited bounce that prevents fast running
- Common among runners with limited flexibility, elasticity or strength
- · Many elderly runners in this category
- Slowest category but among the least injured

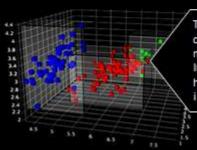
- . Long leaping strides powered by large muscular force
- . Excessive overstride and ground contact time
- Common style among strong athletically built runners and mostly male
- Decent sprint capabilities but poor economy due to excessive braking/propulsion
- . Next highest injury risk, tough on the knees





- . Easygoing style, follows the law of least resistance
- · Most common profile among all six
- Characterized by overstride and a tendency to a seated posture
- . Soft knee during support, sensitive to different footwear
- Low to average speed capacity and running economy at medium injury risk

	h		3			
Occurrence	6,3%	22.9%	12.8%	11.6%	29.6%	16.80%
10k race time (mean)	40:12	43.42	45:50	49:30	46:30	45:12
10k racetime (top 10%)	30:23	32.29	36:15	41:12	36:06	37:20
Injury rate (2 years)	84%	62%	59%	64%	75%	77%
	1) lower leg 41% 2) calf 28%	1) knee 27% 2) foot 21%	1) knee 46% 2) lower leg 24%	1) knee 52% 2) lower leg 21%	1) knee 35% 2) achilles 17%	1) knee 37% 2) hamstrings 17%
	3) knee 22%	3) lower leg 15%	3) calf 23%	3) achilles 17%	3) hamstrings 16%3) hip 15%	
Shoe pref. (light/stable)	75%/25%	63%/37%	55%/45%	30%/70%	15%/85%	10%/90%
Distr (men/women)	55%/45%	44%/56%	39%/61%	31%/69%	61%/39%	65%/35%



The six fundamental runner profiles have been derived by cluster analysis on a large biomechanical dataset (N > 1000) of runners. Information about performance and injuries have subsequently been obtained from interviews with runners belonging to the set.

## Quick Reference Guide – Running Parameters





Unit: Joules/kg/m = energy cost per kilo body mass during 1 meter of forward transport

Total mechanical work:  $W_{tot} = W_{arayity} + W_{seaments} + W_{speed}$ 

W<sub>gravity</sub> = work to elevate the body against gravity
✓ Decreases with reduced vertical displacement

- ✓ Decreases with running speed

W<sub>seaments</sub> = work to reposition the body segments

- Decreases with reduced cadence
- ✓ Increases quadratically with running speed

 $W_{speed}$  = work to recover speed loss

- Decreases with reduced overstride/braking
- ✓ Increases with running speed
- ✓ Best work strategy at high speeds is to lower cadence to suppress W<sub>seaments</sub> since it grows quadratically with speed

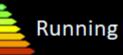


### Elastic Exchange ( $\varepsilon$ )

Unit: % = fraction of total work stored and released as "free" elastic energy in muscles and tendons

 $\varepsilon$  = elastic energy exchange coefficient

- Increases with increased vertical force and reduced contact time
- ✓ Increases slightly with speed
- Best strategy for improved elastic exchange is to employ a "bouncy" stride with low overstride.
- Maximum elastic exchange you can get is 50 %.



### Running Economy (RE)

Unit: Joules/kg/m = enery cost per kilo body mass during 1 meter of forward transport

$$RE = W_{tot} \times (1 - \varepsilon)$$

- ✓ Running economy is the most important factor for long distance running performance
- Minimised total work and maximised elastic exchange yield best running economy!

#### Cadence



The number of steps per minute. Take shorter steps to reduce joint loading and prevent injuries. Take longer steps (without overstriding) to improve economy at higher speeds as it reduces W<sub>seaments</sub>. Tall (short) runners have lower (higher) optimal cadence.



#### Vertical Displacement

The range of up and down motion of the center-of-mass. If too small, it results in poor force generation and reduced elastic exchange. If too large, it amplifies Waravity, the work done against gravity, and puts higher loads on the joints.

#### Contact Time



The time each foot spends in contact with the ground. Make this time as short as possible for best running economy. Contact time can be improved by running drills and similar exercises that promote the elastic response from muscles and tendons.



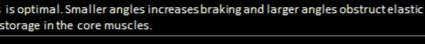
#### Braking Force

The amount of braking on the center-of-mass during the initial contact phase. Large braking forces cause greater loss of speed and increases W<sub>speed</sub>, the work needed to recover speed during propulsion. Overstride contributes to increased braking force.

#### Forward Lean



The forward lean angle of the trunk relative the vertical axis. Aforward lean of 2-5 degrees is optimal. Smaller angles increases braking and larger angles obstruct elastic energy storage in the core muscles.







The horizontal distance between the center-of-mass and the ankle when the foot strikes the ground. Excessive distance is called overstride and it causes increased braking and prolonged contact times, both detrimental for running economy.



#### Vertical Force



The force generated to support body weight and launch it back into the air. High peak force generated in short time (a bouncy stride) promotes large elastic energy exchange and improved high speed economy at the expense of increased loading of the joints.

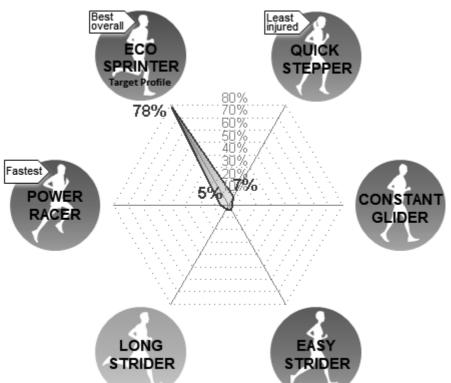
#### Lateral Force



The force acting sideways on the center-of-mass during ground contact. Large lateral force is associated with broad step width and large side-to-side motion, which makes you travel longer distance than necessary and increases lateral joint loading.

Date: 21 Jun 2021 Time: 5:48 PM Speed: 19 km/h





Your profile





- MotionMetrix target profile for optimal long distance performance
- Active compact stride with great elastic bounce
- Best compromise between speed, economy and injury risk
- Common among elite 5 42k runners
- Next lowest injury rate after Quick Steppers

Occurrence
Distribution (men / women)
10k race time (mean / top 10%)
Injury incidence rate (2 years)
Primary injury sites

22.9% 44% / 56% 43:42 / 32:29 62% 1) knee 27% 2) foot 21% 3) lower leg 15%



#### Our e-coach says:

This is the target profile, towards which you are guided by the green elite range fields and the stride rating score. It shows the best performance across the full long distance range taking into account also injury risk. Main focus can be put on optimising endurance and addressing any individual gait anomalies.

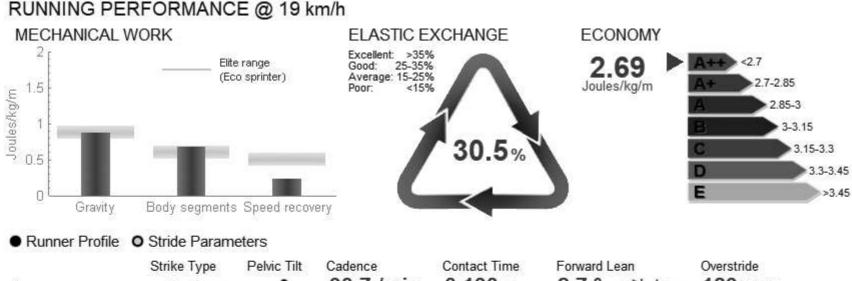
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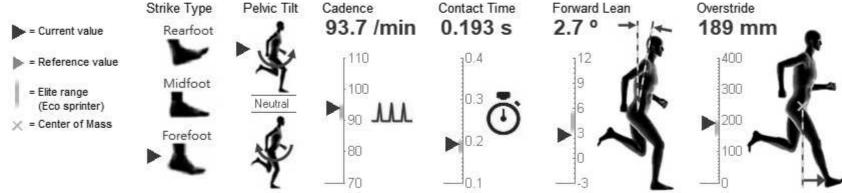
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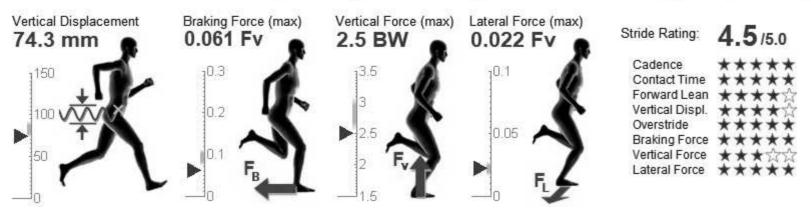
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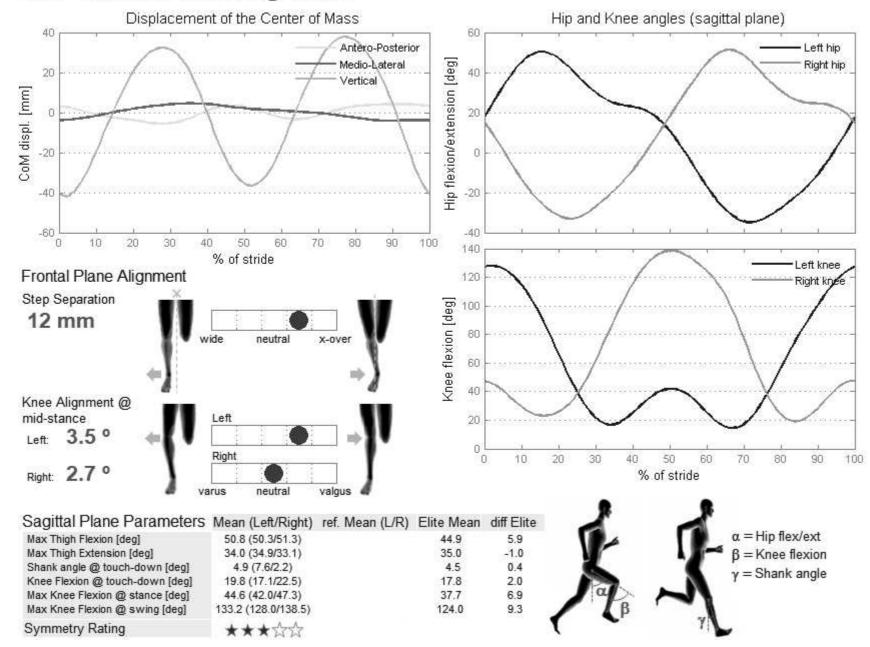




MotionMetrix...

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### GAIT CHARACTERISTICS @ 19 km/h



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