

## How to Run a 4X100 Relay

The $4 \times 100$ relay, also called the 400-meter relay, is a sprint relay with four runners. Each runner runs approximately 100 meters before handing off a baton to the next runner. Before running the $4 \times 100$ relay, make sure that you and your teammates are experienced with sprint running and have practiced the baton exchange. This will help you to decide the order of your team, and ensure that you run your best race possible!


1
Place your best starter first. The ideal first runner has an explosive takeoff and never gets disqualified for false starts. This position also requires fast running around the bend of the oval track. ${ }^{[1]}$


2
Choose the second runner. The secound rumner should perfect their bation handing
straight leg. Wo.
This is a great spof for your fastemst runier if they are inveh faster than the ofter Whree. [3] This is especially true " y your fastest rurner is also great at tutan handoffs.


Plick a good bend runner for the third leg. In general, shorter rumers are best awound curves becausut they can accelerate faster than taller rumners. This position also bernefies from good bator handoff skills, and fram the ability so compebe under the pressure. ${ }^{14}$

- Athough unorthodax, it cauld be smart ta put your fastnst runner here if they are also good on bends. A 200 m specialist could do well on this leg [3]


4. End with an eager finisher. Many teams place their fastest runner last, perhaps so they can claim the glory! In fact, psychology may be more important than raw speed. This runner cannot get discouraged if they start the fourth leg behind the other teams. Choose a competitor who thrives under end of race pressure. ${ }^{[6]}$

- If your two fastest runners are much faster than the other two, place them second and fourth. This allows you to maximize the distance they run ${ }^{[7]}$
- At high levels of competition, choose a runner with advanced finishing techniques. ${ }^{[8]}$ This includes "lifting," a running form with light ground contact and rapid knee lifts, and lunging, a carefully timed forward fall so the chest crosses the finish line sooner. [9][10]



Pick the baton exchange method. There are generally three methods of passing the baton: the upsweep, the down sweep, and the push pass. Try all three and see which your teammates prefer: ${ }^{[12]}$

- Upsweep: the outgoing runner runs with their hand behind them at hip level, palm down and thumb outstretched to form a V shape. The incoming runner inserts the baton upward between the thumb and fingers.
- Downsweep: similar to the upsweep, but the outgoing runner's hand is palm up and receives the baton in a downward motion.
- Push pass: the outgoing runner holds their arm high up behind them, with the palm sideways and the thumb pointing down. The incoming runner holds the baton vertically and pushes it into the palm.



Decide where to relay the baton. Each baton handoff must occur inside a 20 -meter changeover zone, between two yellow marks. The outgoing runner can start running up to 10 meters ahead of the changeover zone, but can only receive the baton within the zone. Use tactics as well as trial and error to find an exchange position that maximizes speed and smooth handoffs:

- Ideally, you can exchange the baton about 5 meters from the end of the zone. ${ }^{[14]}$ This gives the outgoing runner more time to accelerate before receiving [15]
- If the athletes have trouble with a quick handoff, or if they get nervous and slow down while waiting, exchange the baton just past the middle of the zone. ${ }^{[16]}$
- If one athlete is significantly faster than the others, they can receive earlier in the zone, carrying the baton for more than 100 meters.


4Keep running atter you release the baton. A huge mistake in relay racing is bo slow town before you release the baton. The best way to prevent this is to form the habi of "running through the zone: "Keep up a full sprint undil you're about halfway through the next eg . ${ }^{[17]}$ If both runners have positioned thernetives wall (an opposite sides of the lane) the neoming runner should be able to run dose betind without fearing a colision.


> 5 Do apeed drille. The $4 \times 100$ is all about speed. To prepare for the race, do drills such as hill spints, suicides, and sprinting around comes to work on your agity and speed. Hill sprints are especially good for improving acceleration ${ }^{[1]}$

(EA)


2
Start at the whistle. As soon as the whistle is blawn, the first rumer should start speinting. Make sure that they lean in and accelerate through the berd in the frack They will run slightly more than 100 meters to the first exchange zone.

- Make sure that the runner runs an the inside of their lane, an the leet-hand side, so that they carn pass the batan to the next rumer's left hand


3 Do the first baton exchange. The first runner, with the bation in their right hand, with approach the exchange zone. The second rumner should have their head turned, walching the incorning runner. When the incorming rumner is about 7 metors from the outgoing rumnet, the culpoing rumner should fum their head tack and start rurning with their hand out. The first runner will hand the baton over to the second runner, who will lake the bation in their left hand if the first runner hold it at his/her right hand. [2]

- Make sure that the tatan exchange happers within the exchange zane because your tearn will be diequalffed if it happerns before or after the zorve.


4 Do the aecond baton exchange. The second runner will a straight leg of the track for another 100 meters. Make sure they are rurning an the right side of their lane. Meanwhile, the third runner will start rurning as soun as the second runner approaches the exchange zone. The second runner will pass the baton from his or her left hand into the right hand of the third rumner.

- Again, be sure that the batbon exchange happers within the exchange zone.



6 Finish the race. The fourth runner, with the batan in their lete hand, will run another 100 meters past the exchange zone to frish the race. Make sure that the fourth rurner doesnl slow dqwn before the finish line, and instead sprints until they have crossed the line, with the baton stit in their hand ${ }^{123}$

## Bibliography

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