

**Fartlek** (500 yards)

<i>Pace</i>	<i>Push</i>
1	1
2	2
3	3
4	4

**Steamroller** (1625 yards)

(1-10)

<i>Push</i>	<i>Stretch</i>
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1
9	1
10	1

(1000 yards)

(1-5, 5-1)

<i>Push</i>	<i>Stretch</i>
1	1
2	1
3	1
4	1
5	1
5	1
4	1
3	1
2	1
1	1

**Complex 1000**

(1000 yards)

100's		75's		50's		25's	
<i>Easy</i>	<i>Push</i>	<i>Easy</i>	<i>Push</i>	<i>Easy</i>	<i>Push</i>	<i>Easy</i>	<i>Push</i>
4	0	3	0	2	0	1	1
3	1	2	1	1	1		
2	2	1	2	0	2		
1	3	0					
0	4						

**Shotgun** (2000 yards)

- 1 x 400
- 2 x 200
- 4 x 100
- 8 x 50
- 16 x 25

**Ladder**

25 – 50 – 100 – 200 – 500 – 200 – 100 – 50 – 25  
 Or any other pattern of distances

**Interval Swimming**

Set number of swims on a specific time interval

Example 10 x 50 @ 1:00 means 10 swims of 50 yards on 1 minute (including rest interval)

**Broken Swim**

Set distance broken into shorter segments, each of which is timed. All times are added together to arrive at a total swim time.

**50's to Failure** (or other distances)

Repeat 50 yard swims starting on a minute with the interval shortening by 1 second each round. Swim until you miss an interval.

**3, 3, 4, NB**

Set of 100 yard swims with 3 allowed breaths of each of the first two lengths, 4 breaths allowed on the 3<sup>rd</sup> length, and a NO BREATHER on the last length. A ten second break may be taken before the last length.

**Over/Under**

100's broken as follows:

25 underwater	20 seconds rest
50 on the surface (2-3 breaths per length)	30 seconds rest
25 underwater	20 seconds rest