

impossible2Possible

Student Challenge Running Program

Waiver

In consideration of being allowed to participate in the activities and programs of impossible2Possible, you hereby waive, release and forever discharge impossible2Possible, its employees, volunteers, agents, representatives, executors, and all others from any and all responsibilities or liability from injuries or damages resulting from my participation in any activities. You also hereby release all of those mentioned and any others acting upon their behalf from any responsibility or liability for any injury or damage to myself, including those caused by the negligent act or omission of any of those mentioned or others acting on their behalf or in any way arising out of or connected with my participation in any activities and programs of impossible2Possible, its employees, volunteers, agents, representatives, executors, and all others. By participating in the activities and programs of impossible2Possible, its employees, volunteers, agents, representatives, executors, and all others. By participating in the activities and programs of impossible2Possible that you understand and are aware that strength exercise, flexibility exercise, aerobic exercise, including the use of the equipment is a potentially hazardous activity. You also understand that the mentioned activities involve a risk of injury and even death, and that you are voluntarily participating in these activities and using equipment with knowledge of the dangers involved.





Antilla

Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1	 Warm up with a minimum of 5 minutes of walking. Follow with: 3 X (1 minute run/1 minute walk) 	• Activation/Stability/ Mobility Program	 Warm up with a minimum of 5 minutes of walking. Follow with: 5 X (1 minute run/1 minute walk) 	• Sports activity (I.e hockey, soccer, etc.)	 Warm up with a minimum of 5 minutes of walking. Follow with: 7 X (1 minute run/1 minute walk) 	• Activation/Stability/ Mobility Program	• Sports activity (l.e hockey, soccer, etc.)
	• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		
TRACKING							
2	 Warm up with a minimum of 5 minutes of walking. Follow with: 8 X (1 minute run/1 minute walk) Finish with a minimum 5 minutes of walking cooldown. 	• Activation/Stability/ Mobility Program	 Warm up with a minimum of 5 minutes of walking. Follow with: 10 X (1 minute run/1 minute walk) Finish with a minimum 5 minutes of walking cooldown. 	• Sports activity (I.e hockey, soccer, etc.)	 Warm up with a minimum of 5 minutes of walking. Follow with: 12 X (1 minute run/1 minute walk) Finish with a minimum 5 minutes of walking cooldown. 	• Activation/Stability/ Mobility Program	• Sports activity (I.e hockey, soccer, etc.)
TRACKING							





ALC: NO

Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		
3	• Follow with: 13 X (1 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Follow with: 15 X (1 minute run/1 minute walk)	• Sports activity (I.e hockey, soccer, etc.)	• Follow with: 3 X (2 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Sports activity (I.e hockey, soccer, etc.)
	• Finish with a minimum 5 minutes of walking cooldown.		 Finish with a minimum 5 minutes of walking cooldown. 		• Finish with a minimum 5 minutes of walking cooldown.		
TRACKING							
	• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		
4	• Follow with: 5 X (2 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Follow with: 7 X (2 minute run/1 minute walk)	• Sports activity (I.e hockey, soccer, etc.)	• Follow with: 9 X (2 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Sports activity (I.e hockey, soccer, etc.)
	• Finish with a minimum 5 minutes of walking cooldown.		 Finish with a minimum 5 minutes of walking cooldown. 		• Finish with a minimum 5 minutes of walking cooldown.		
TRACKING							





Aller

Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		
5	• Follow with: 3 X (3 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Follow with: 4 X (3 minute run/1 minute walk)	• Sports activity (I.e hockey, soccer, etc.)	• Follow with: 5 X (3 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Sports activity (I.e hockey, soccer, etc.)
	• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		
TRACKING							
	• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		
6	• Follow with: 7 X (3 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Follow with: 2 X (4 minute run/1 minute walk)	• Sports activity (I.e hockey, soccer, etc.)	• Follow with: 4 X (4 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Sports activity (I.e hockey, soccer, etc.)
	• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		
TRACKING							





Aller

Week	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
-	Warm up with a minimum of 5 minutes of walking. Follow with: 5 X (4		Warm up with a minimum of 5 minutes of walking. Follow with: 2 X (8		Warm up with a minimum of 5 minutes of walking. Follow with: 3 X (8		
	minute run/1 minute walk)	• Activation/Stability/ Mobility Program	minute run/1 minute walk)	• Sports activity (I.e hockey, soccer, etc.)	minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Sports activity (l.e hockey, soccer, etc.)
	• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		
TRACKING							
	• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		• Warm up with a minimum of 5 minutes of walking.		
8	• Follow with: 2 X (12 minute run/1 minute walk)	• Activation/Stability/ Mobility Program	• Follow with: 1 X (20 minute run)	• Sports activity (I.e hockey, soccer, etc.)	• Follow with: 1 X (25 minute run)	• Activation/Stability/ Mobility Program	• Sports activity (I.e hockey, soccer, etc.)
	• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		• Finish with a minimum 5 minutes of walking cooldown.		
TRACKING							