

STANDARDS

MLO 23.2

WOD -2

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'TOE NAILS'

17MINS CONTINOUS CLOCK

PART A: 0-6mins 6MIN AMRAP 12 TOES TO BAR (T2B) 22 WALL BALL

**PART B: 6-11mins

5MINS TO FIND A HEAVY 'SNATCH COMPLEX' **1 HANG SNATCH (ANY) 1 SNATCH (ANY FROM FLOOR)**

PART C: 11-17mins

6MIN CAP 21-15-9 **POWER SNATCH T2B**

TIEBREAK TIME PART A: After the first round of T2B & Wall Ball **TIEBREAK TIME PART C: AFTER THE FIRST ROUND OF 21'S**

VARIATIONS

HERO

35-49 M 35kg F 25kg WB M 9kg/10ft F 6kg/9ft T2B

50-59 M 35kg F 25kg WB M 9kg/10ft F 6kg/9ft T2B

60-64 M 25kg F 20kg WB 9kg/9ft F 6kg/8ft T2B

65+

M 25kg F 20kg WB 9kg/9ft F 6kg/8ft T2B

EOUIPMENT

- RIG
- WALL BALL
- BARBELL 20KG/15KG
- WEIGHT PLATES
- COLLARS

NOTES

**Athletes can have bar pre-loaded for the Complex Snatch **Snatch anyway for Complex

SCORES ARE TO BE ENTERED SEPERATLEY FOR THE FOLLOWING

PART A: TOTAL REPS

PART B: HEAVIEST COMPLEX WEIGHT

PART C: FOR TIME

WARRIOR

35-49 M 35kg F 25kg WB **M** 9kg/10ft **F** 6kg/9ft T2B

50-59 M 35kg F 25kg WB M 9kg/10ft F 6kg/9ft T2B

60-64 M 25kg F 20kg WB 6kg/9ft F 3kg/8ft LEG RAISE

65+ M 25kg F 20kg WB 6kg/9ft F 3kg/8ft LEG RAISE

SOLDIER

35-49 M 30kg F 20kg WB **M** 6kg/10ft **F** 3kg/9ft LEG RAISE

50-59 M 30kg F 20kg WB 6kg/10ft F 3kg/9ft LEG RAISE

60-64 M 20kg F 15kg WB 6kg/9ft F 3kg/8ft **KNEE RAISE**

65+ M 20kg F 15kg WB 6kg/9ft F 3kg/8ft KNEE RAISE



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MOVEMENT STANDARDS

WALL BALL:

In the wall-ball shot, the medicine ball must be taken from the bottom of a squat, hip crease below the knee, and thrown to hit the specified target. The centre of the ball must hit the target at or above the specified target height. If the ball hits low or does not hit the wall, it is a "no rep." If the ball drops from the top, it cannot be caught off the bounce to begin the next rep. The ball must settle on the ground before being picked up for the next rep.

TOES TO BAR:

The Athlete begins the Toes to Bar by hanging from the pull up bar with arms fully extended. Over hand, under hand or mixed grip is permitted.

The athletes heels must be brought back behind the bar.

The rep is complete when the athletes feet come in contact with the bar, simultaneously and between the athletes hands.

LEG RAISE:

In the hanging knee-raise, the arms and hips must be fully extended at the bottom with the feet off the ground, and the feet must be brought back behind the bar and the rest of the body. An overhand, underhand or split grip are all permitted.

At the top of the repetition, the athlete must raise their legs and their heels must proceed above the height of the hips. Kipping is allowed.

KNEE RAISE:

In the hanging knee-raise, the arms and hips must be fully extended at the bottom with the feet off the ground, and the feet must be brought back behind the bar and the rest of the body. An overhand, underhand or split grip are all permitted.

At the top of the repetition, the athlete must raise the knees above the height of the hips. Kipping is allowed.

MOVEMENT STANDARDS

SNATCH:

The barbell begins on the ground. Touch-and-go is permitted. No bouncing. If you begin with an empty barbell, or a barbell that only has plates smaller than standard bumper plates, each repetition must begin with the barbell clearly below the knees. The barbell must come to full lockout overhead with the hips, knees and arms fully extended, and the bar directly over the middle of the body. The athlete may choose to do muscle snatch, power snatch, squat snatch or split snatch, however, both feet must return and be in line under the athlete's body while the barbell is locked out overhead for the repetition to count.

HANG SNATCH:

The rep begins with the athlete standing tall with the bar between the knees and waist height. The barbell must come to full lockout overhead with the hips, knees and arms fully extended, and the bar directly over the middle of the body. The athlete may choose to do muscle snatch, power snatch, squat snatch or split snatch, however, both feet must return and be in line under the athlete's body while the barbell is locked out overhead for the repetition to count.

POWER SNATCH:

The barbell begins on the ground. Touch-and-go is permitted. No bouncing. If you begin with an empty barbell, or a barbell that only has plates smaller than standard bumper plates, each repetition must begin with the barbell clearly below the knees. The barbell must come to full lockout overhead with the hips, knees and arms fully extended, and the bar directly over the middle of the body. Squat snatch is not PERMITTED.



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5MINS TO FIND A HEAVY 'SNATCH COMPLEX' 1 HANG SNATCH (ANY) 1 SNATCH (ANY FROM FLOOR)

PART C: 11-17mins

6MIN CAP 21-15-9 POWER SNATCH T2B

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SCORECARD

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| PART A 6MIN AMRAP | RND 1 | TIEBREAK TIME | RND 2 | RND 3 | RND 4 | RND 5 | RND 6 |
|----------------------|-------|------------------|-------|-------|-------|-------|-------|
| 12 T2B | 12 | | 12 | 12 | 12 | 12 | 12 |
| 22 WALL BALL | 22 | | 22 | 22 | 22 | 22 | 22 |

| PART B 5MINS | ATTEMPT 1 | ATTEMPT 2 | ATTEMPT 3 | ATTEMPT 4 |
|-------------------|-----------|-----------|-----------|-----------|
| SNATCH COMPLEX | | | | |

| PART C 6MIN CAP | RND 1 | TIEBREAK TIME | RND 2 | RND 3 |
|--------------------|-------|------------------|-------|-------|
| POWER SNATCH | 21 | | 15 | 9 |
| T2B | 21 | | 15 | 9 |

| ATHLETE NAME/TEAM NAME | PART A (REPS) |
|---|---|
| 35-39 = 40-44 = 45-49 = 50-54 = 55-59 = 60-64 = 65+ = HERO = WARRIOR = SOLDIER = | PART B (WEIGHT) |
| | PART C (FOR TIME) |
| STATE | JUDGE NAME |
| I CONFIRM THE INFORMATION ABOVE ACCURATELY REPRESE | NTS MY PERFORMANCE FOR WORKOUT MLO 23.2 |
| SIGNATURE | DATE |
| | |
| | |
| | PART A (REPS) |
| ATHLETE NAME/TEAM NAME | PART A (REPS) |
| ATHLETE NAME/TEAM NAME 35-39 = 40-44 = 45-49 = 50-54 = 55-59 = 60-64 = 65+ HERO = WARRIOR = SOLDIER = | PART A (REPS) PART B (WEIGHT) |
| ATHLETE NAME/TEAM NAME | PART A (REPS) PART B (WEIGHT) PART C (FOR TIME) JUDGE NAME |

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