

STANDARDS

MLO 24.4

WOD - 4

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W0D-4

'THE FURY'

20MIN AMRAP

M 24 F 20 CAL ROW

12 DEADLIFTS

24M DUMBBELL LUNGES

6 BAR MUSCLE UPS (BMU)

TIEBREAK TIME AFTER THE SECOND ROUND OF 6 BMU

EQUIPMENT

- WEIGHT PLATES
- BARBELL M 20KG F 15KG
- COLLARS
- PULL UP RIG
- DUMBBELL
- CONCEPT 2 ROWER

NOTES

TIEBREAK TIME: AFTER THE SECOND ROUND OF 6 BMU

SCORE IS TOTAL REPS COMPLETED

VARIATIONS

HERO

35-49

M 90kg F 70kg

OH DB Lunges M 22.5kg F 15kg

6 BMU

50-54

M 80kg F 60kg

OH DB Lunges M 22.5kg F 15kg

6 BMU

55-59

M 80kg **F** 60kg

OH DB Lunges M 22.5kg F 15kg

6 BMU

60-64

M 70kg **F** 50kg

Goblet DB Lunges M 17.5kg F 10kg

12 Pull Ups

65+

M 60kg **F** 40kg

Goblet DB Lunges M 17.5kg F 10kg

12 Pull Ups

WARRIOR

35-49

M 80kg **F** 60kg

Goblet DB Lunges M 22.5kg F 15kg

12 Pull Ups

50-54

M 70kg **F** 50kg

Goblet DB Lunges M 22.5kg F 15kg

12 Pull Ups

55-59

M 70kg **F** 50kg

Goblet DB Lunges M 22.5kg F 15kg

12 Pull Ups

60-64

M 60kg **F** 40kg

Goblet DB Lunges M 17.5kg F 10kg

12 Pull Ups

65+

M 50kg **F** 30kg

Goblet DB Lunges M 17.5kg F 10kg

24 Renegade Row M 17.5kg F 10kg

SOLDIER

35-49

M 70kg F 50kg

Goblet DB Lunges M 17.5kg F 10kg

24 Renegade Row M 17.5kg F 10kg

50-54

M 60kg F40kg

Goblet DB Lunges M 15kg F 10kg

24 Renegade Row M 15kg F 10kg

55-59

M 60kg F40kg

Goblet DB Lunges M 15kg F 10kg

24 Renegade Row M 15kg F 10kg

60+

M 50kg **F**30kg

Goblet DB Lunges M 10kg F 5kg

24 Renegade Row M 10kg F 5kg

65+

M 40kg **F** 25kg

Goblet DB Lunges M 10kg F 5kg

24 Renegade Row M 10kg F 5kg



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MOVEMENT STANDARDS

CONCEPT 2 ROW:

The monitor must be set to zero calories at the beginning of each row. The athlete or the judge may reset the monitor to zero if they split the row into multiple sets. If working up to a 3-minute mark, credit will be earned for the calories displayed when the clock reaches 3 minutes (There will be no credit for rollover calories after the time cap).

DEADLIFTS:

This is a traditional deadlift with the hands outside the knees. Sumo deadlifts are not allowed. Starting at the floor, the barbell is lifted until hips and knees reach full extension with the shoulders behind the bar. The arms must be straight throughout. No bouncing...

SINGLE DUMBBELL OVERHEAD WALKING LUNGES:

This is a single-arm overhead walking lunge. Each lunge begins with a dumbbell overhead, the feet together, and the athlete standing tall with hips and knees extended. The athlete must be behind the mark denoting the start of the segment being attempted. Athletes must change arms at the 12m mark. At the bottom of the overhead lunge, the trailing knee must make contact with the ground, and the dumbbell must be above the height of the athlete's head. If, during the lunge, either head of the dumbbell comes into contact with or falls below the level of the athlete's head, the athlete must stop lunging and return to the last completed 2m section in order to continue.

Every 2m is 2 reps, you must complete the whole 2m to receive the 2 reps, if the timer goes off and you are halfway through two metres then you DON'T get 1 rep out of that 2m.

SINGLE DUMBBELL GOBLET LUNGES:

Each lunge begins with both hands holding the dumbbell under your chin, feet together and the athlete standing tall with hips and knees extended. The athlete must be behind the mark denoting the start of the segment being attempted. At the bottom of the goblet lunge, the trailing knee must make contact with the ground. If, during the lunge, the dumbbell comes down from the goblet position, the athlete must stop lunging and return to the last completed 2m section in order to continue.

Every 2m is 2 reps, you must complete the whole 2m to receive the 2 reps, if the timer goes off and you are halfway through two metres then you DON'T get 1 rep out of that 2m.

BAR MUSCLE UP (BMU):

The athlete must begin with or pass through a hang below the bar, with arms fully extended and feet off the ground. Kipping the muscle-up is acceptable, the rep is credited when the athlete's arms are fully locked out in the support position above the bar, with shoulders over or slightly in front of the bar. The athlete must pass through some portion of a dip before locking out over the bar. Only the hands, and no other part of the arm, may touch the bar during the rep.



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MOVEMENT STANDARDS

PULL UPS:

The athlete must start each rep with arms fully extended and feet off the ground. Any style of pull-up or grip is permitted as long as the requirements are met. The rep is credited when the athlete's chin breaks the horizontal plane of the bar.

SINGLE DUMBBELL RENEGADE ROW:

From the Push-Up position (On your Toes). Pull the Dumbbell on the right hand to the chest until both heads of the dumbbell make contact then go back to the starting position on the ground. Pull the Dumbbell on the left hand to the chest until both heads of the dumbbell make contact and then go back to the starting position. You must complete 12 rows on the right arm before you can change to then complete 12 rows on the left arm.

FLOW

On 3, 2, 1 GO, the athlete will begin with the M24/F20 Calorie Row then move to the 12 deadlifts, 24m DB walking lunges and then the 6 Bar Muscle Ups.

Once you have completed that round you will start again with the M24/F20 Calorie Row, 12 deadlifts, 24m DB walking lunges and 6 Bar Muscle Ups.

This will continue until the 20min timer is completed.

NOTE: RENEGADE ROW (Warrior 65+ & Soldier 35+) - Athletes need to complete 12 Renegade Rows on the right and 12 Renegade Rows on the left, total of 24 to complete a set within that round.

NOTE: PULL UPS - Athletes to complete 12 Pull-Ups

The score is TOTAL REPS completed.



SCORECARD

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WOD-4

MLO 24.4 WOD - 4 'THE FURY' 20MIN AMRAP M 24 F 20 CAL ROW 12 DEADLIFTS 24M DUMBBELL LUNGES 6 BAR MUSCLE UPS (BMU)

TIEBREAK TIME AFTER THE SECOND ROUND OF 6 BMU

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			DB Lunges	
	Calorie Row M 24 F 20	Deadlifts	Hero 35-59: Overhead Hero 60+: Goblet Warrior 35+: Goblet Soldier 35+: Goblet	Hero 35-59: BMU Hero 60+: 12 Pull Ups Warrior 35-64: 12 Pull Ups Warrior 65+: Renegade Row X12 on each hand Soldier 35+: Renegade Row X12 on each hand
RND 1				
RND 2	24/20	12	24m	6/12/24
KND Z	24/20	12	24m	6/12/24
TIE BREAK TIME				
RND 3	24/20	12	24m	6/12/24
RND 4	24/20	14	24111	0/12/4
KND 4	24/20	12	24m	6/12/24
RND 5				
	24/20	12	24m	6/12/24
RND 6	!			
	24/20	12	24m	6/12/24

ATHLETE NAME	COMPLETED REPS				
35-39 40-44 45-49 50-54 55-59 60-64 65+ HERO WARRIOR SOLDIER	JUDGES NAME				
STATE JU	DGES EMAIL				
I CONFIRM THE INFORMATION ABOVE ACCURATELY REPRESENTS MY PERFORMANCE FOR WORKOUT MLO 24.4					
SIGNATURE	DATE				
ATHLETE NAME	COMPLETED REPS				
35-39 40-44 45-49 50-54 55-59 60-64 65+ HERO WARRIOR SOLDIER	JUDGES NAME				
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