

Tests Liga Teams RX

3. Spieltag November 2024

Scorecard

Minute 0-10: Mixed for time

50	
Wall Balls (9/6kg)	
<input type="checkbox"/> 10	<input type="checkbox"/> 20 <input type="checkbox"/> 30 <input type="checkbox"/> 40 <input type="checkbox"/> 50
40	
Deadlift (90/60kg)	
<input type="checkbox"/> 60	<input type="checkbox"/> 70 <input type="checkbox"/> 80 <input type="checkbox"/> 90
30	
Chest to Bar Pull Ups	
<input type="checkbox"/> 100	<input type="checkbox"/> 110 <input type="checkbox"/> 120
20	
Sync. Burpees over Bar	
<input type="checkbox"/> 125	<input type="checkbox"/> 130 <input type="checkbox"/> 135 <input type="checkbox"/> 140
Reps o. Time:	

Minute 10-15: Strength

Deadlift 100/70 kg		
Wdh.	A	B
5	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	<input type="checkbox"/>



1 Transition

Minute 16-24: Bodyweight



Mixed for Time TC:10 (0-10 min)
(Split as you want)
 50 Wall Balls 9/6 kg
 40 Deadlift 90/60 kg
 30 Chest to Bar
 Sync. 20 Burpees over Bar

Strength TC:5 (10-15 min)
Rounds for time
 Deadlift 100/70 kg

Bodyweight TC:8 (16-24 min)
3 Runden sync.
 9 Shuttle Runs
 30-20-10 Box Jump over 60/50

Runde 1	Runde 2	Runde 3
9 sync.	9 sync.	9 sync.
Shuttle Runs	Shuttle Runs	Shuttle Runs
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	48	77
30 sync.	20 sync.	10 sync.
Box Jump Over	Box Jump Over	Box Jump Over
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
39	68	87
Reps o. Time:		

Athlet:In:
TO:
Datum/Ort:

Unterschrift Athlet:In_____

Tests Team RX

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Description Card

Testflow YGIG

Dieser Spieltag besteht aus drei Teilen: einem Mixed for time Test, einem Strength Test und einem Bodyweight Test. Eine laufende Uhr wird auf 24 Minuten gestellt für alle Teile gemeinsam, darin enthalten sind 1 Minuten Pause (REST) zwischen den zweiten und dritten Teil.

Die Athlet:in startet stehend vor dem Target und beginnt, sobald das Signal der Uhr ertönt.

Die Athlet:in starten mit einem Mixed for time Minute 0-10 (TC:10 min), gefolgt von 50 Wall Balls, 40 Deadlifts (60/90Kg), 30 Chest to Bar Pull Ups und 20 Synchroner Burpee over Bar.

Im Anschluß von Minute 10-15 (TC:5 min) folgt gleich der Kraftpart mit Deadlift touch & go im Wechsel von 5-5,4-4,3-3,2-2,1-1 (100 Kg / 70 Kg)

Danach erfolgt eine Minute Transition. Nach der Transition geht es in den Bodyweight Test von Minute 16-24 (TC:8 min), es werde 3 Runden absolviert mit 9 Synchroner Shuttle Runs (1 SR= 2x6 m) und 30 – 20 - 10 Synchroner Box Jump Over.

Die Synchroner Shuttle Runs sehen wie folgt aus: Beide sind immer gleich auf, dürfen an der Linie aufeinander warten.

Score für den Test ist die Zeit, die Reps oder das erreichte Gewicht innerhalb des Time Caps.

Equipment	Frauen	Männer
Langhantel (F/M)	60 Kg / 70 Kg	90 Kg / 100 Kg
Wall Ball	6 Kg	9 Kg
Box	50 cm	60 cm
Shuttle Runs	1 SR= 2x6 m	1 SR= 2x6 m
Rig		

WALL-BALL - ID 15.04

Athlete stands up like a front squat and in one movement continues by throwing the ball towards a target.

REP START

- Bottom-of-squat position with a medicine ball in the frontal plane supported by the hands.

REP END

- Medicine ball hits the wall above, and only above the designated height.

REP REQUIREMENTS

- Athlete, while ascending, throw the ball.

CYCLE & POST REP

- The ball must be caught on its way down from previous throw
- OR**
- The ball must be retrieved from the ground.

MEASUREMENTS

- The standard height for the target is 300cm for men and 275cm for women.

TEAM SYNCRO

- Medicine ball hits the wall above, and only above the designated height.

SQUATS
 DEADLIFTS
 GROUND TO SHOULDER
 GROUND TO OVERHEAD
 SHOULDER TO OVERHEAD
 KETTLEBELL
 HORIZONTAL BAR
 RINGS
 MONOSTRUCTURAL
 JUMPING
 CLIMBING
 HANDSTANDS
 CORE
 ODD OBJECT
MISCELLANEOUS
 TEAM

DEADLIFT - ID 2.01

Athlete moves object from ground to hips.

REP START

- Object-on-ground.
- Hand(s) on object.

REP END

- Deadlift lockout.

REP REQUIREMENTS

- Hands and arms are kept outside of the legs.

CYCLE & POST REP

- Object cannot bounce, that is have notable upwards momentum from ground impact.

VARIATIONS

- V.09 - Deficit
- V.10 - Elevated

TEAM SYNCRO

- Rep end

SQUATS
DEADLIFTS
 GROUND TO SHOULDER
 GROUND TO OVERHEAD
 SHOULDER TO OVERHEAD
 KETTLEBELL
 HORIZONTAL BAR
 RINGS
 MONOSTRUCTURAL
 JUMPING
 CLIMBING
 HANDSTANDS
 CORE
 ODD OBJECT
 MISCELLANEOUS
 TEAM

CHEST-TO-BAR PULL-UP - ID 7.05

Athlete hanging from a horizontal bar pulls himself up until chest come in contact with the bar.

REP START

- Vertical hang from horizontal bar.

REP END

- Chest in contact with the horizontal bar.

REP REQUIREMENTS

- Only hands and chest or above can touch anything during the movement.

CYCLE & POST REP

- The athlete may return to **rep start** in any controlled manner.

VARIATIONS

- V.12 - Strict
- V.13 - Kipping

TEAM SYNCRO

- Rep end

SQUATS
 DEADLIFTS
 GROUND TO SHOULDER
 GROUND TO OVERHEAD
 SHOULDER TO OVERHEAD
 KETTLEBELL
HORIZONTAL BAR
 RINGS
 MONOSTRUCTURAL
 JUMPING
 CLIMBING
 HANDSTANDS
 CORE
 ODD OBJECT
 MISCELLANEOUS
 TEAM

BURPEE JUMP OVER OBJECT - ID 10.01

Athlete from lying on the ground, gets up and jumps over an object.

REP START

- Prone position.

REP END

- Standing free on the other side of the object.

REP REQUIREMENTS

- Jump over object with simultaneous take-off with both feet.
- Athlete passes over the object with entire body.
- Unless specified in a special regulation, landing or contacting the object with feet during the transition over is ok, but not required.

CYCLE & POST REP

- The athlete may return to rep start in any controlled manner.

TEAM SYNCRO

- Rep start

SQUATS
 DEADLIFTS
 GROUND TO SHOULDER
 GROUND TO OVERHEAD
 SHOULDER TO OVERHEAD
 KETTLEBELL
 HORIZONTAL BAR
 RINGS
 MONOSTRUCTURAL
JUMPING
 CLIMBING
 HANDSTANDS
 CORE
 ODD OBJECT
 MISCELLANEOUS
 TEAM

SHUTTLE RUN - ID 9.02

Athlete runs back-and-forth touching hand to the ground on each turn.

REP START

- Standing free behind the start line.
- One hand in contact with the ground behind the start line.

REP END

- Standing free behind the end line.
- One hand in contact with the ground behind the end line.

REP REQUIREMENTS

- None.

CYCLE & POST REP

- **Continuous segments:** rep end is a valid new rep start.
- **Otherwise:** the athlete may return to rep start in any controlled manner.

MEASUREMENTS

- Start and end line for each segment (rep).

SQUATS
 DEADLIFTS
 GROUND TO SHOULDER
 GROUND TO OVERHEAD
 SHOULDER TO OVERHEAD
 KETTLEBELL
 HORIZONTAL BAR
 RINGS
MONOSTRUCTURAL
 JUMPING
 CLIMBING
 HANDSTANDS
 CORE
 ODD OBJECT
 MISCELLANEOUS
 TEAM

BOX JUMP OVER - ID 10.05

Athlete jumps over box.

REP START

- Standing free.

REP END

- Standing free on the other side of the object.

REP REQUIREMENTS

- Jump over object with simultaneous take-off with both feet.
- Athlete passes over the object with entire body.
- Landing or contacting the object with feet during the transition over is ok, but not required.

CYCLE & POST REP

- Rep end is a valid new rep start.

TEAM SYNCRO

- Rep start and rep end

SQUATS
 DEADLIFTS
 GROUND TO SHOULDER
 GROUND TO OVERHEAD
 SHOULDER TO OVERHEAD
 KETTLEBELL
 HORIZONTAL BAR
 RINGS
 MONOSTRUCTURAL
JUMPING
 CLIMBING
 HANDSTANDS
 CORE
 ODD OBJECT
 MISCELLANEOUS
 TEAM