







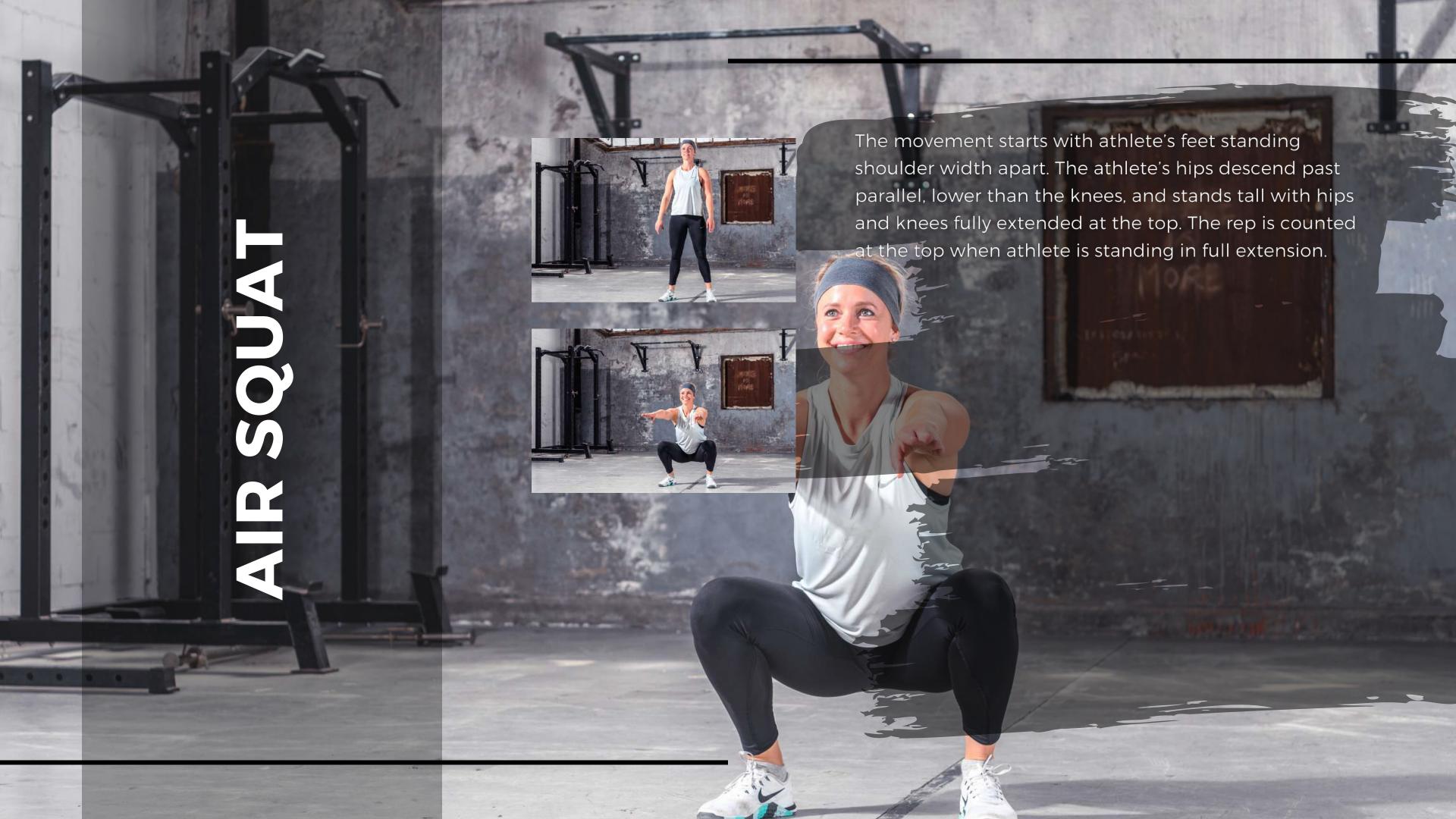
GENERAL MOVEMENT STANDARDS FOR THE QUALIFIERS OF THE AMSTERDAM THROWDOWN AND THE BATTLE OF AMSTERDAM. IN A CASE OF SPECIFIC MOVEMENT STANDARDS THAT DIFFER FROM THE GENERAL STANDARD, THIS WILL BE NOTED IN THE WORKOUT DESCRIPTION.

- 04. ABMAT SIT-UP
- 05. AIR SQUAT
- 06. AIR BIKE
- 07. AMERICAN KETTLEBELL SWING
- 08. BACK SQUAT
- 09. BAR MUSCLE-UP
- 10. BENCH PRESS
- 11. BOX JUMP
- 12. BOX JUMP OVER
- 13. BOX STEP
- 14. BOX STEP WITH DUMBBELL
- 15. BURPEE
- 16. BURPEE BOX JUMP (OVER)
- 17. BURPEE OVER THE BAR/ROWER
- 18. CHEST TO BAR PULL-UP
- 19. CLEAN & JERK
- 20. CLUSTER
- 21. DEADLIFT
- 22. DOUBLE UNDERS
- 23. DUMBBELL (HANG) CLEAN
- 24. DUMBBELL LUNGES FRONT RACK OVERHEAD
- 25. DUMBBELL OVERHEAD SQUAT
- 26. DUMBBELL PUSH PRESS
- 27. DUMBBELL SNATCH
- 28. DUMBBELL STRICT PRESS
- 29. DUMBBELL WALKING LUNGES FRONT RACK OVERHEAD
- 30. FRONT SQUAT
- 31. HANDSTAND PUSH-UP
- 32. HANDSTAND WALK
- 33. HAND RELEASE PUSH-UP
- 34. HANG POWER CLEAN
- 35. HANG POWER SNATCH
- 36. JUMPING PULL-UPS
- 37. KETTLEBELL (HANG) CLEAN
- 38. KETTLEBELL GOBLET SQUAT

## OVERVIEW

- 39. KETTLEBELL LUNGES FRONT RACK OVERHEAD
- 40. KETTLEBELL OVERHEAD SQUAT
- 41. KETTLEBELL PUSH PRESS
- 42. KETTLEBELL SNATCH
- 43. KETTLEBELL STRICT PRESS
- 44. KETTLEBELL WALKING LUNGES FRONT RACK OVERHEAD
- 45. KNEE RAISES
- 46. OVERHEAD SQUAT
- 47. OVERHEAD WALKING LUNGE
- 48. PISTOL SQUAT
- 49. POWER CLEAN
- 50. POWER SNATCH
- 51. PULL-UP
- 52. PUSH JERK
- 53. PUSH-UP
- 54. PUSH PRESS
- 55. RING DIP
- 56. RING MUSCLE-UP
- 57. RING ROW
- 58. ROPECLIMBS
- 59. ROW
- 60. RUSSIAN KETTLEBELL SWING
- 61. SHOULDER TO OVERHEAD
- 62. SINGLE UNDER
- 63. SKI-ERG
- 64. STRICT PRESS
- 65. SUMO DEADLIFT HIGH PULL
- 66. SQUAT CLEAN
- 67. SQUAT SNATCH
- 68. THRUSTER
- 69. TOES TO BAR
- 70. TRIPLE UNDER
- 71. WALLBALL





The monitor on the air bike must be set to zero at the beginning of each set. The athlete may have assistance resetting the monitor. The athlete must stay seated on the air bike until the monitor reads the required calories.



## **≥IR** BIKE





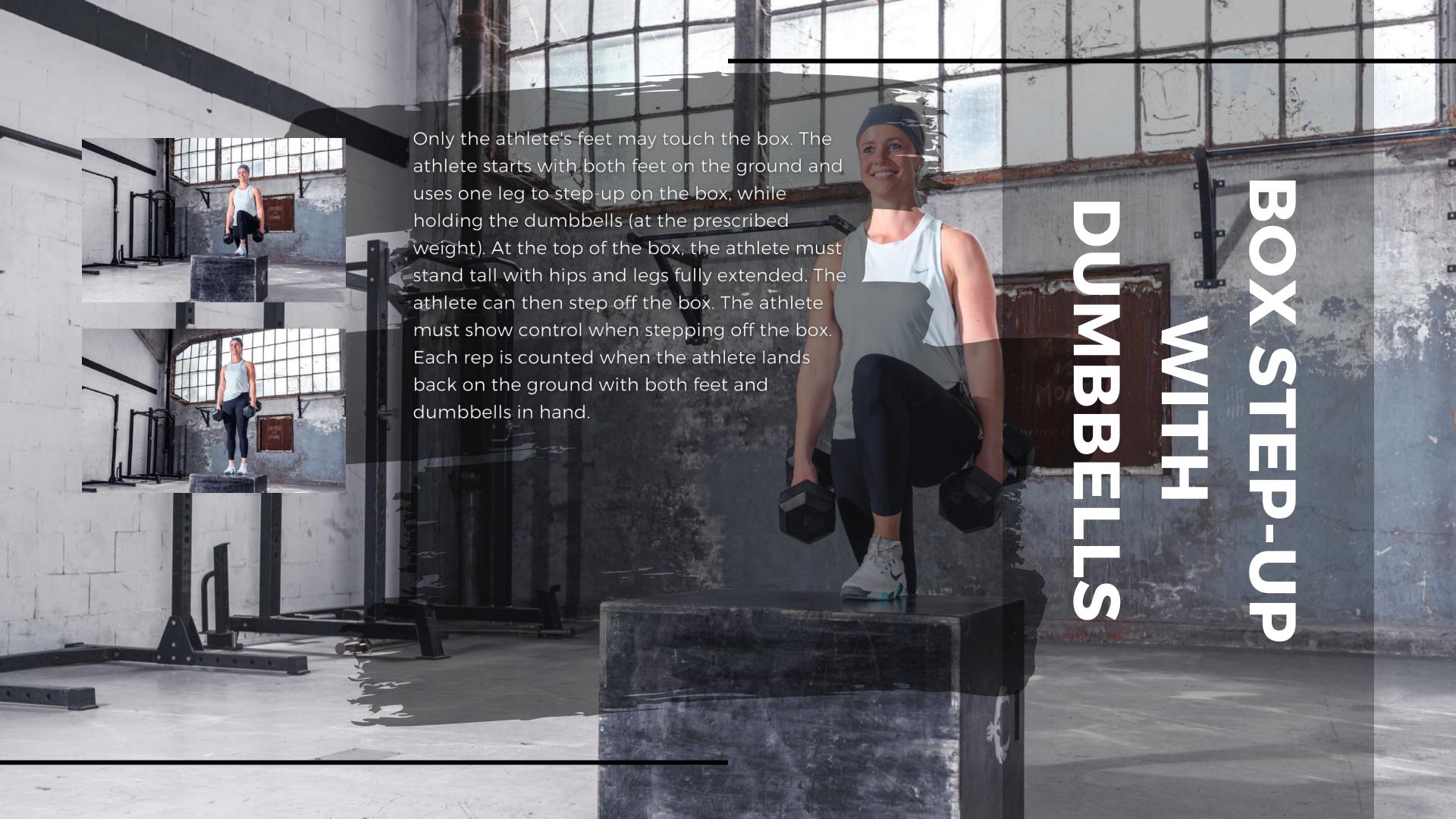


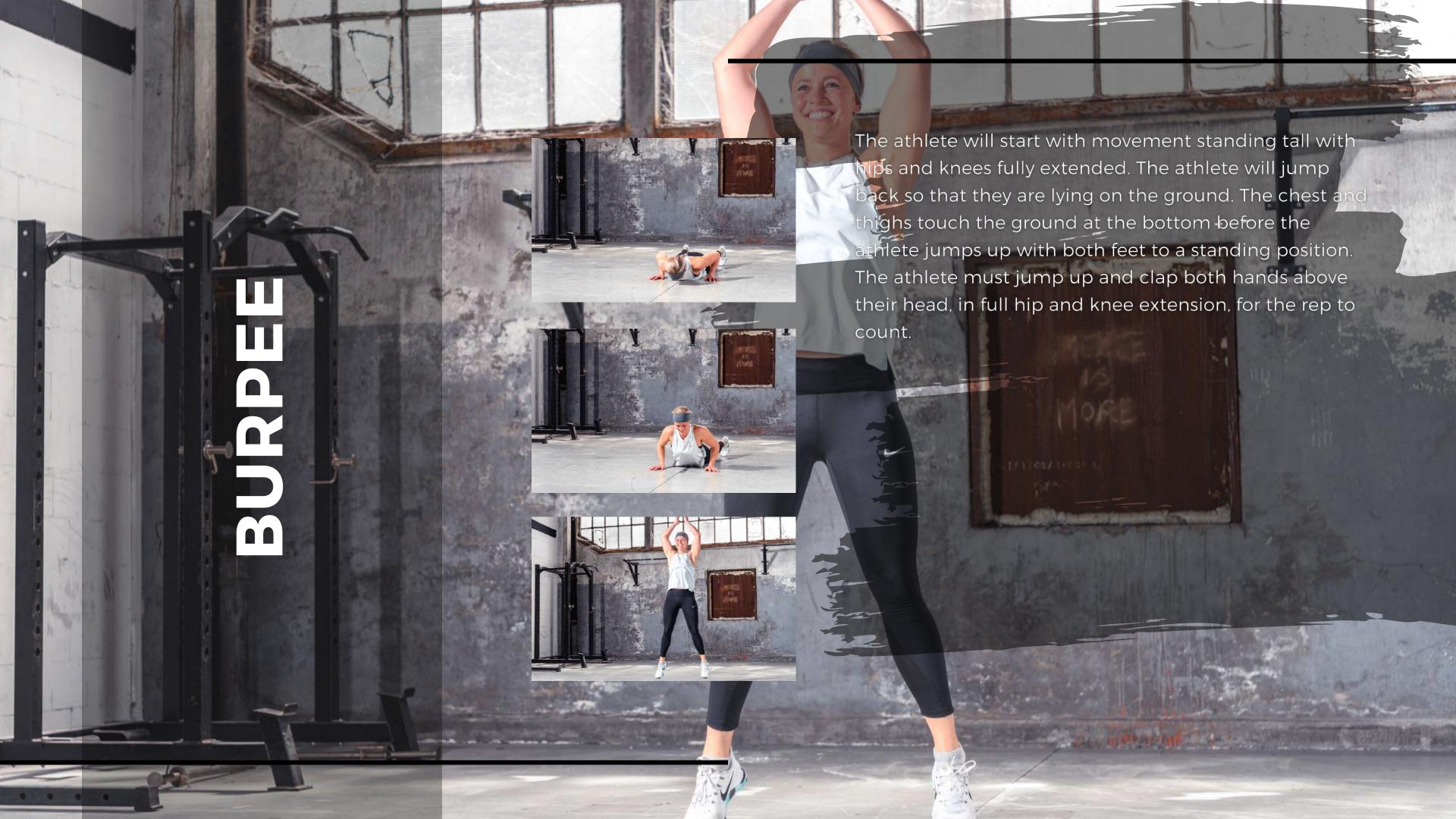


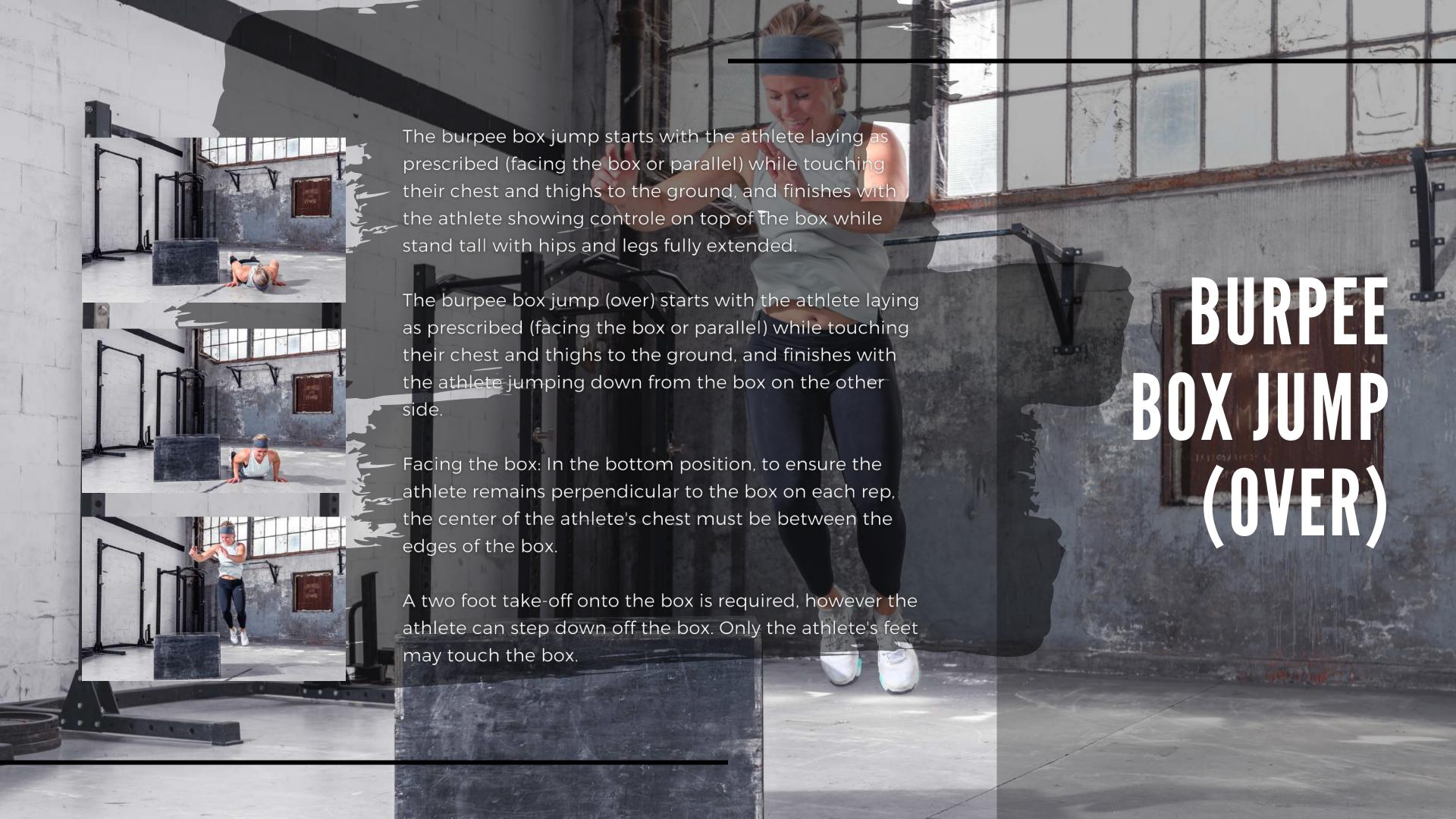






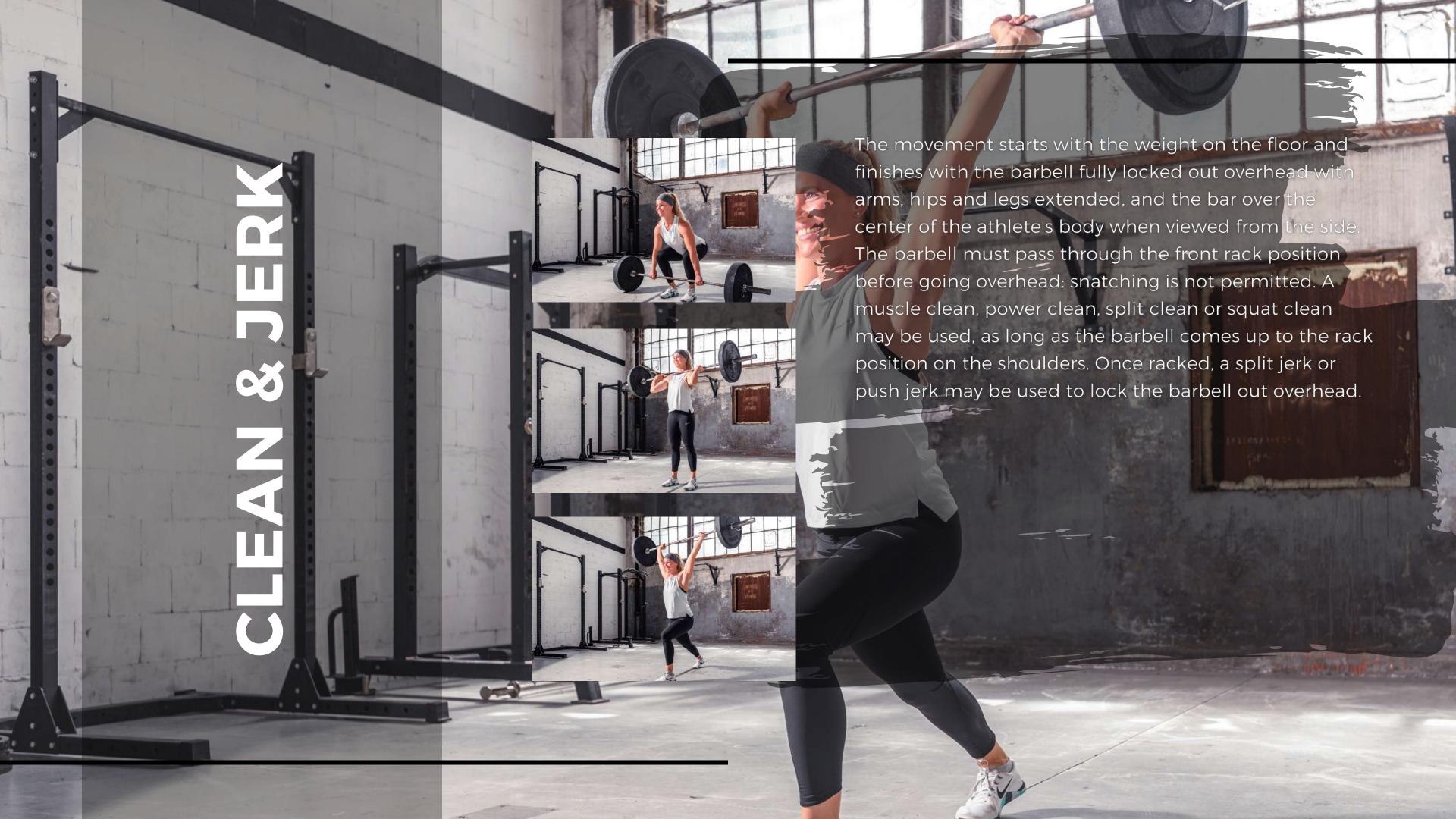








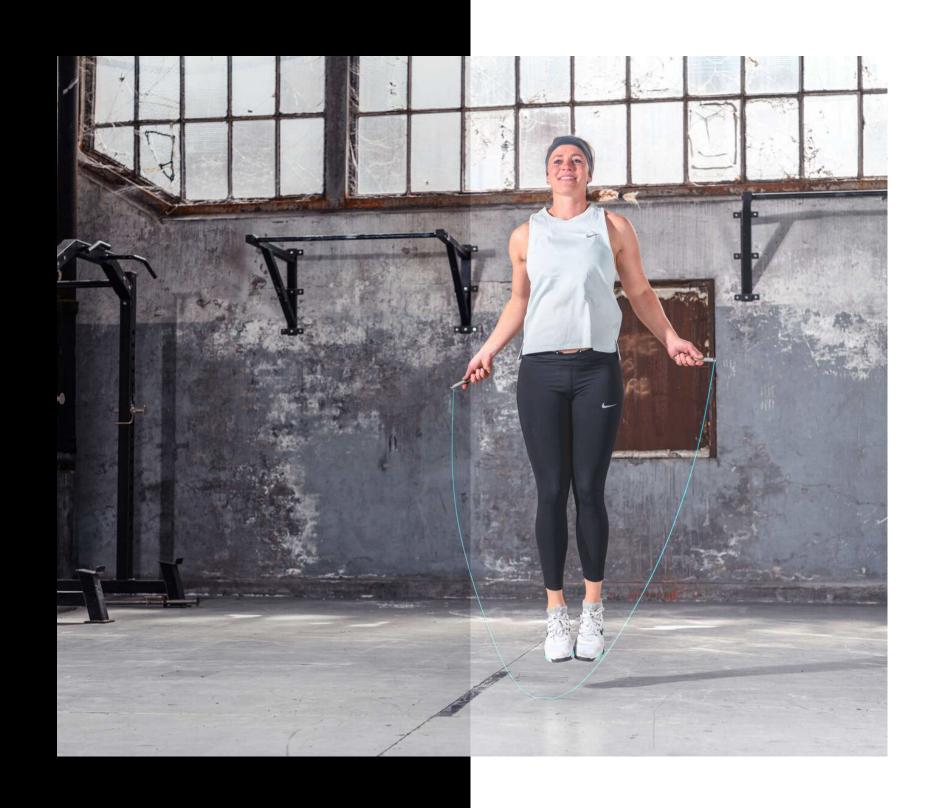




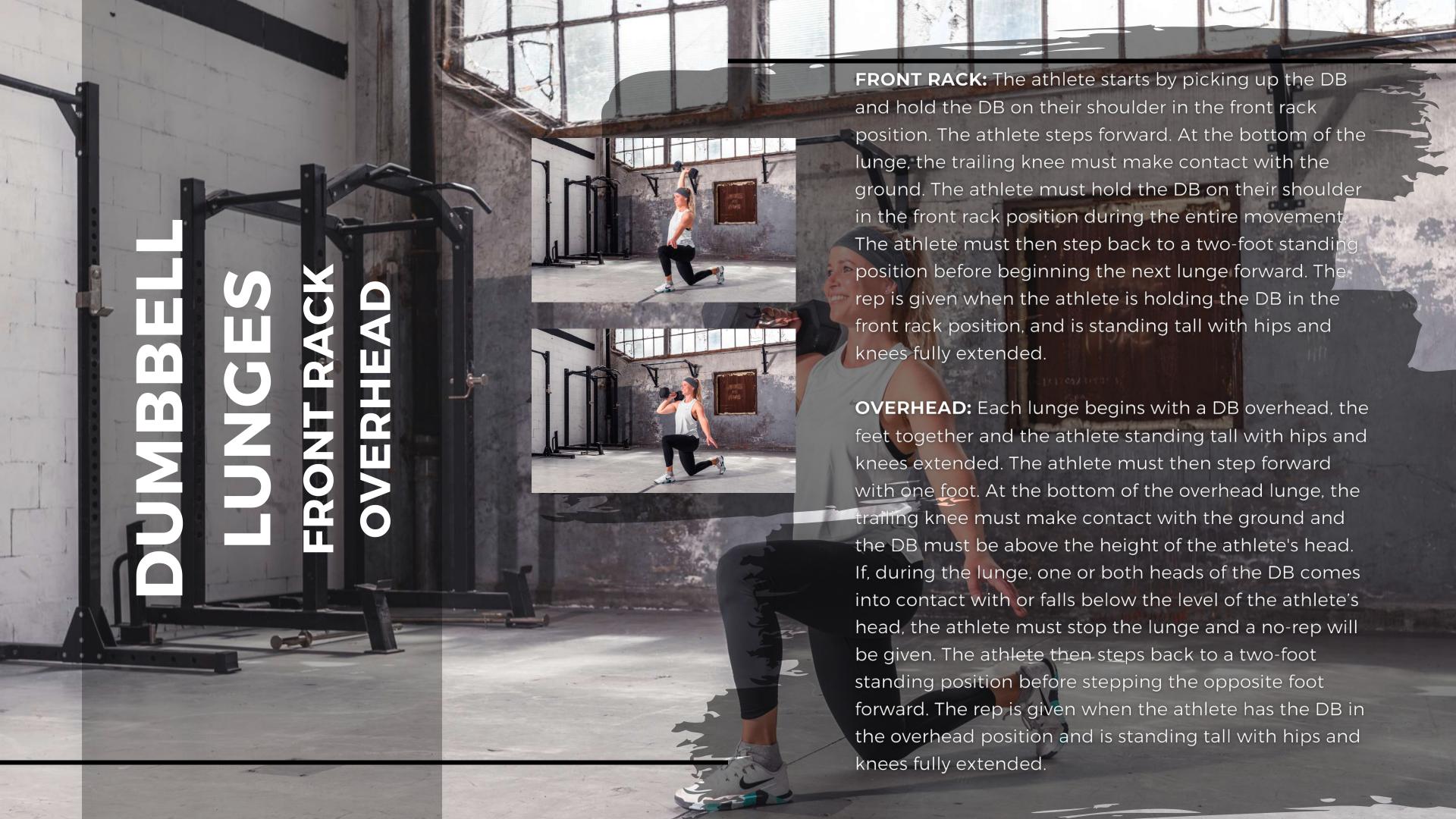




This is the standard double-under in which the rope passes under the feet twice for each jump. The rope must spin forward for the rep to count. Only successful jumps are counted, not attempts.









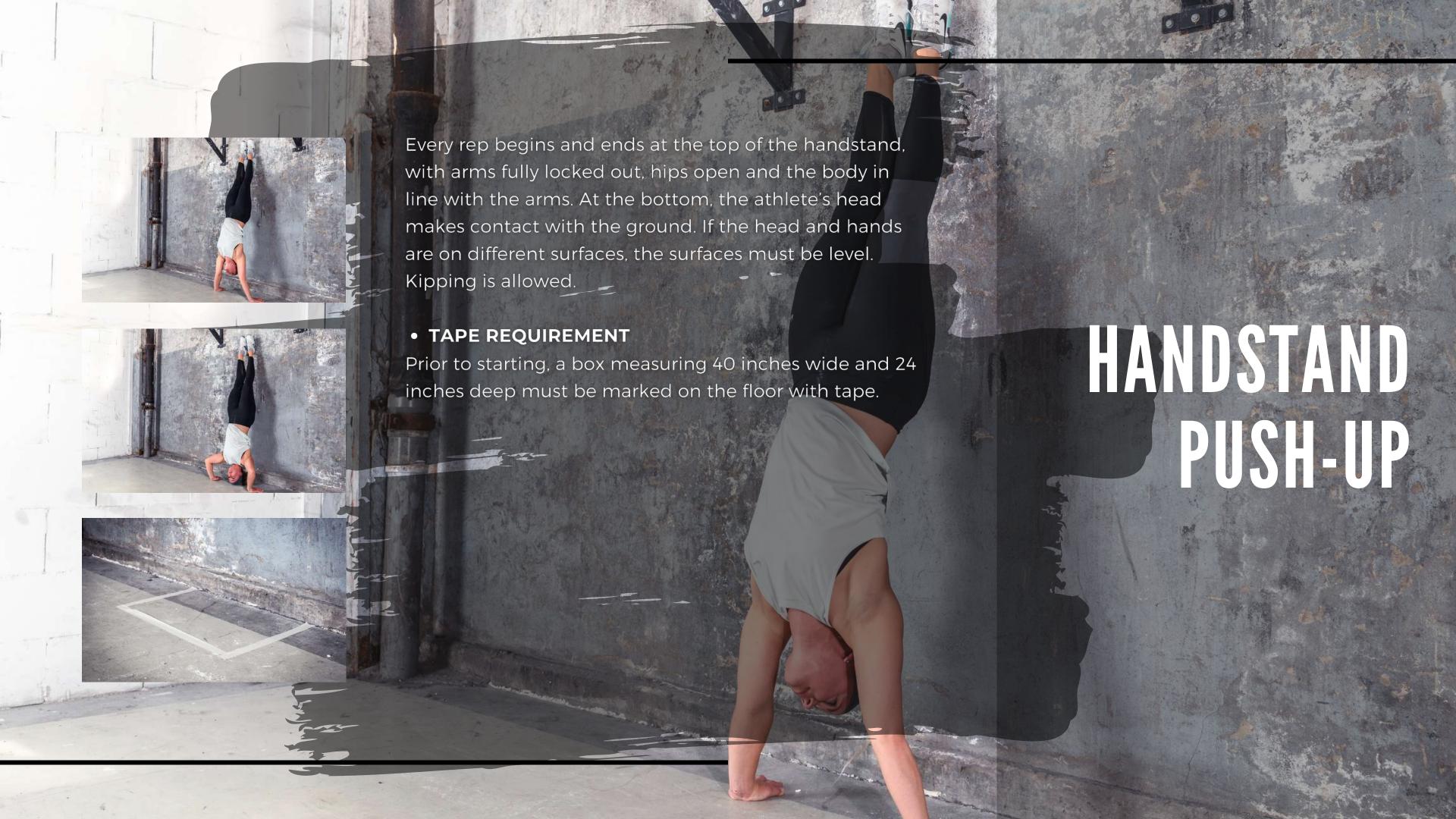


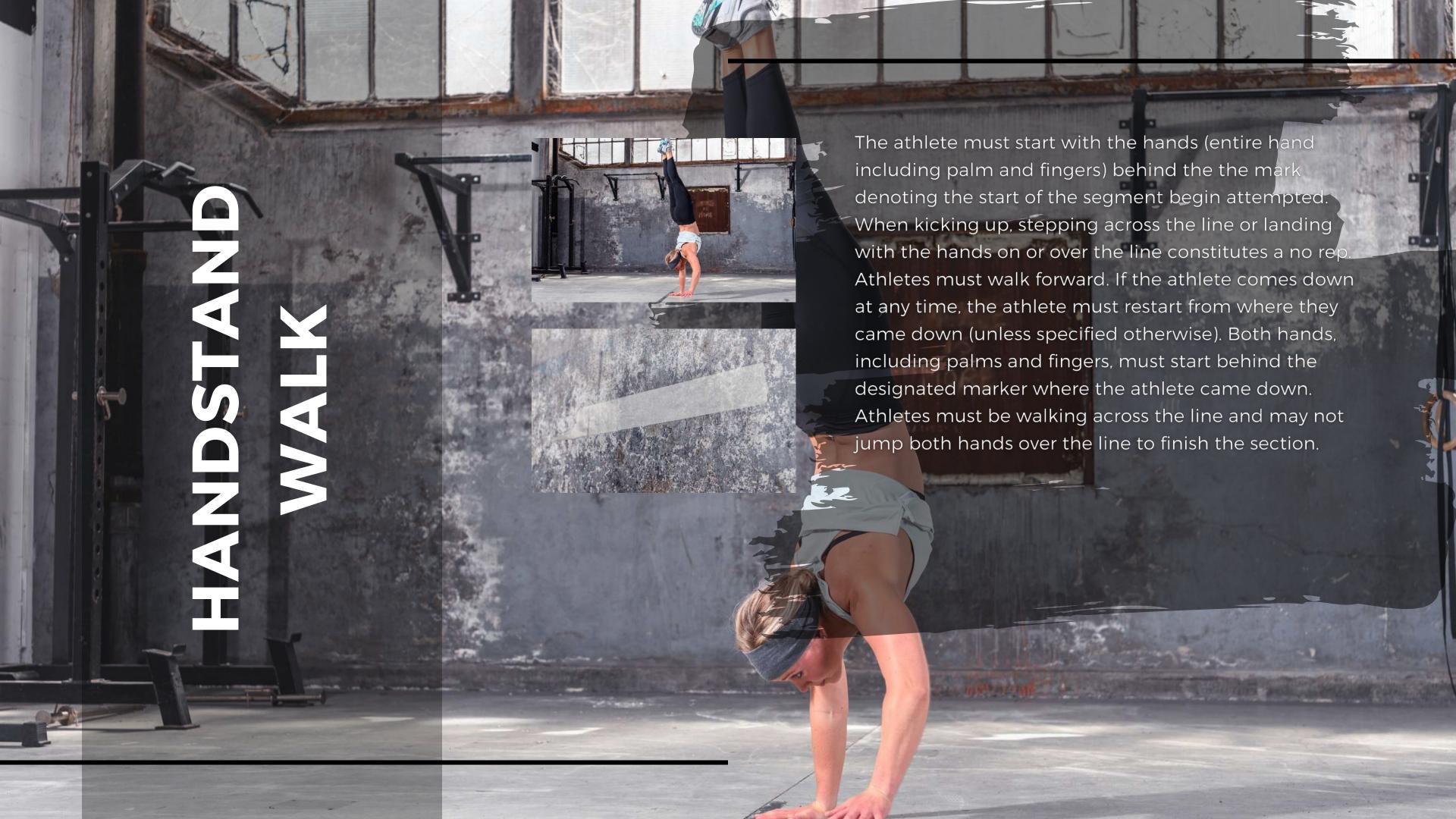






























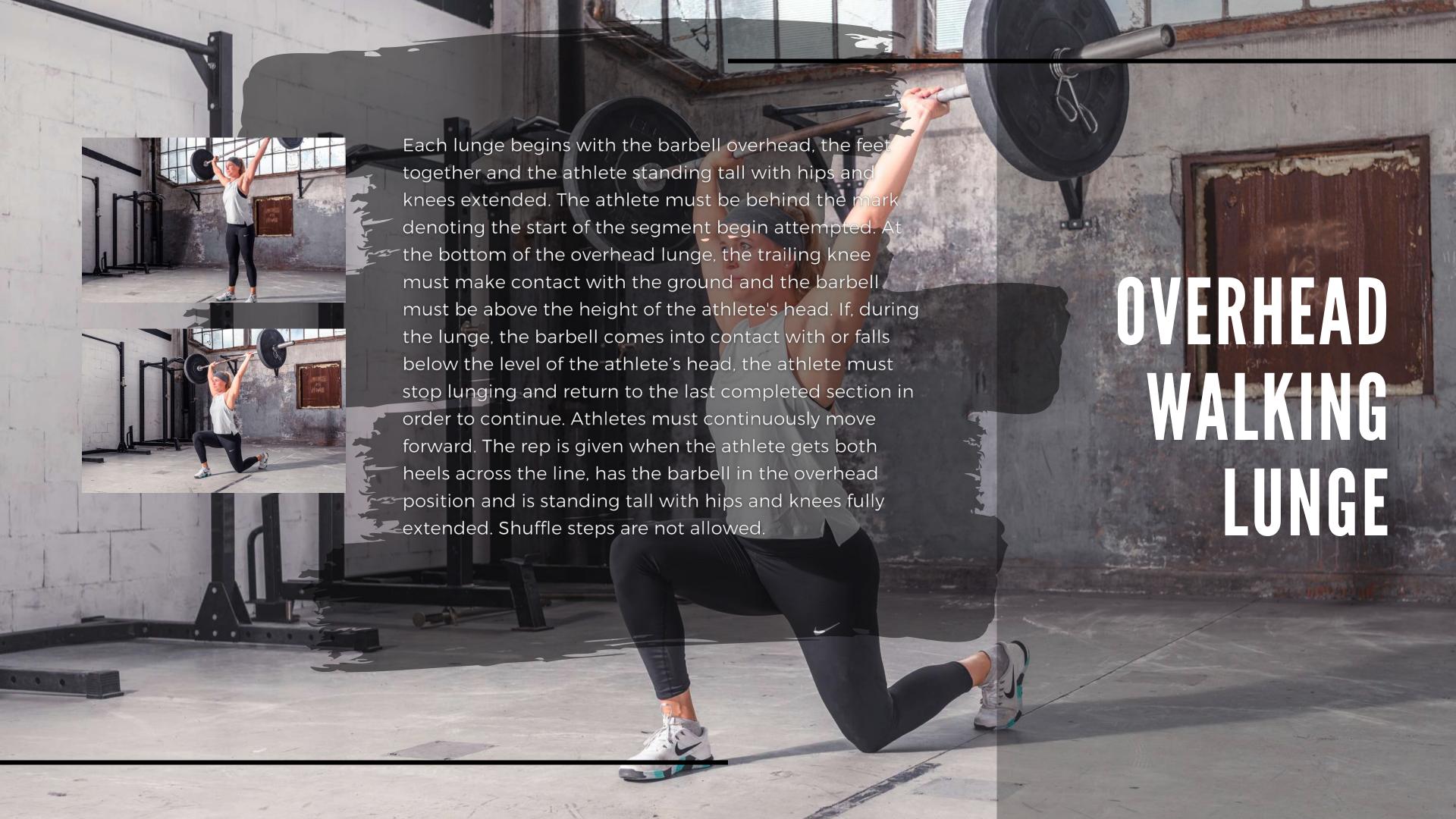






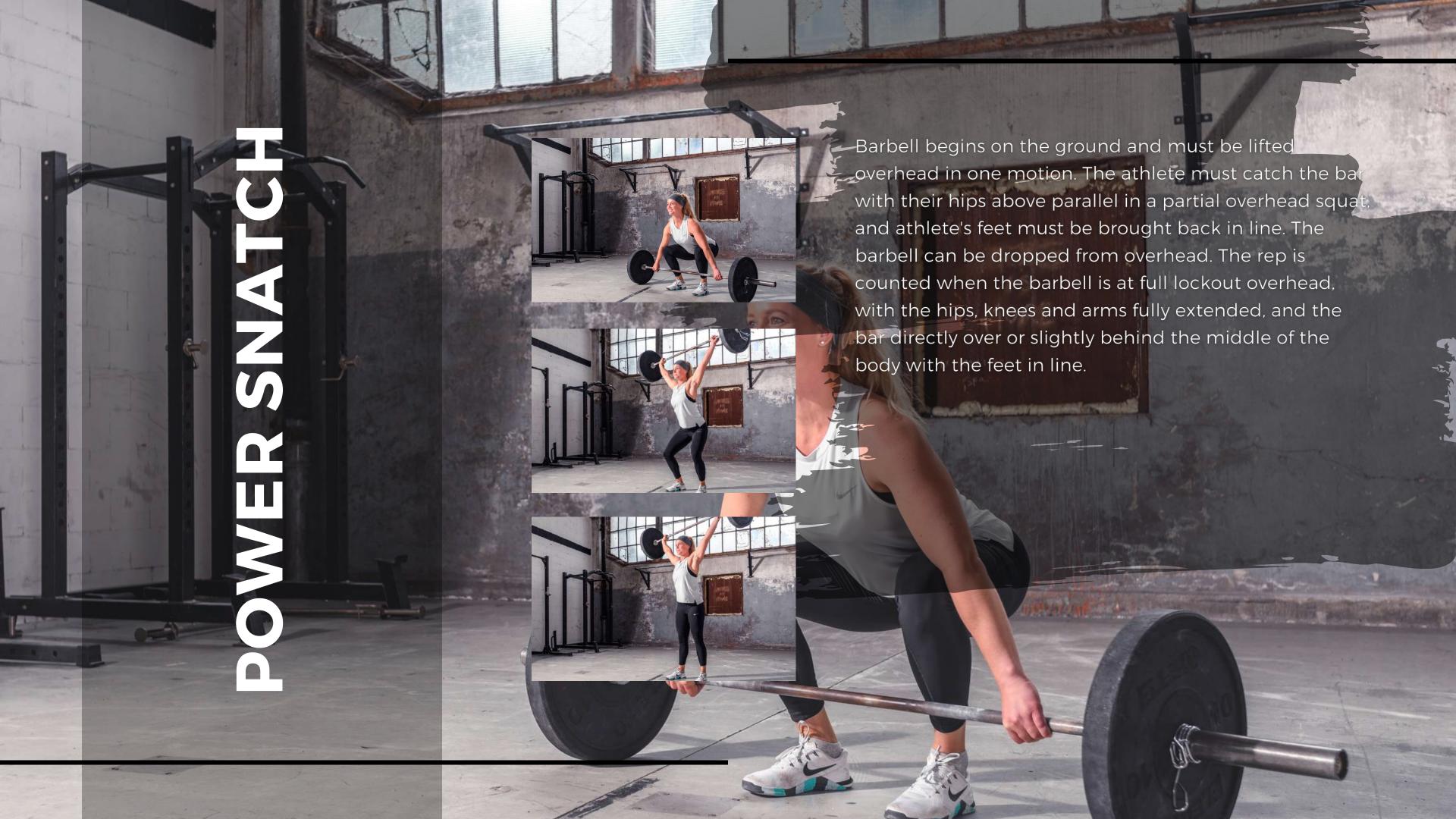




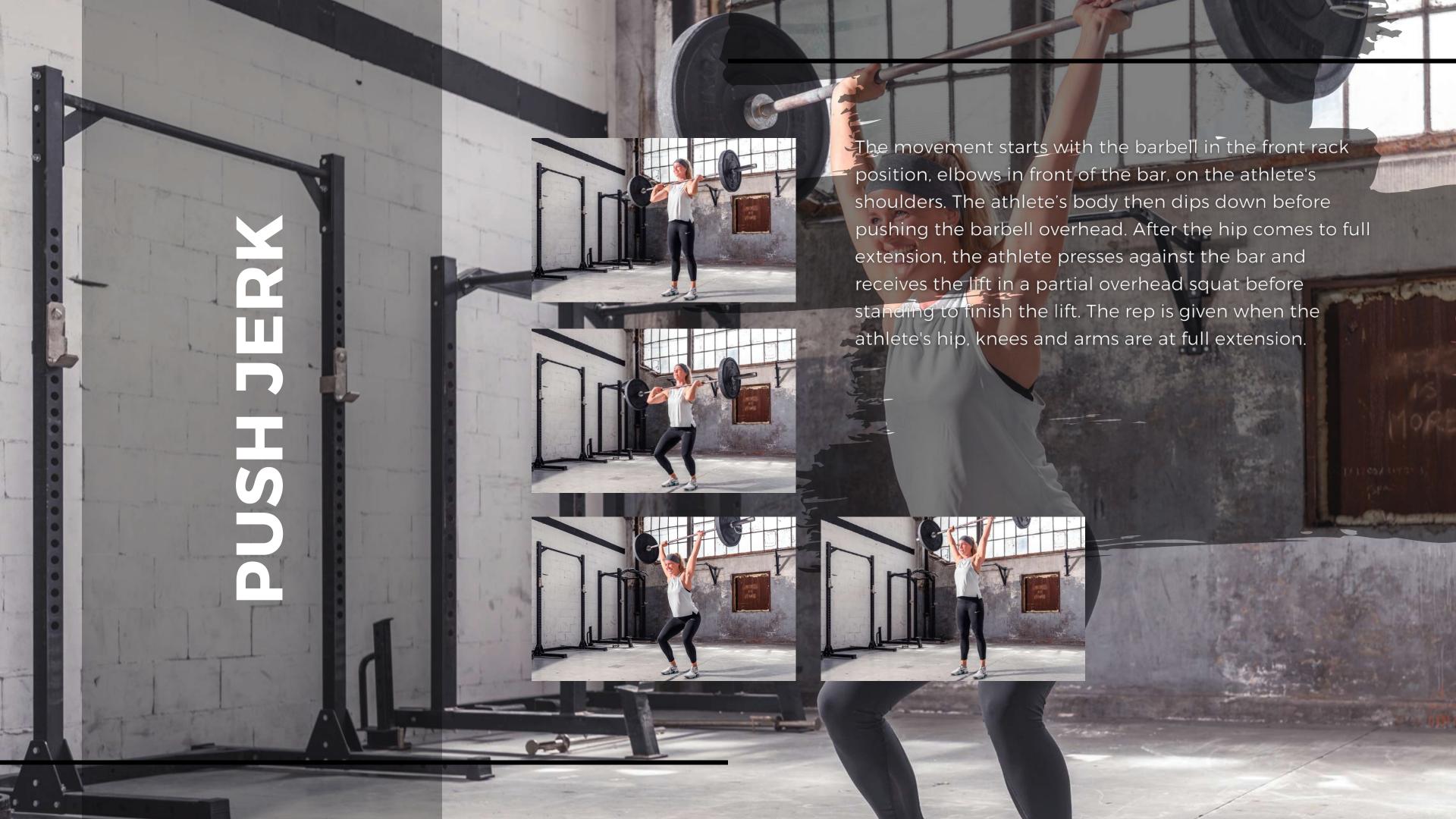










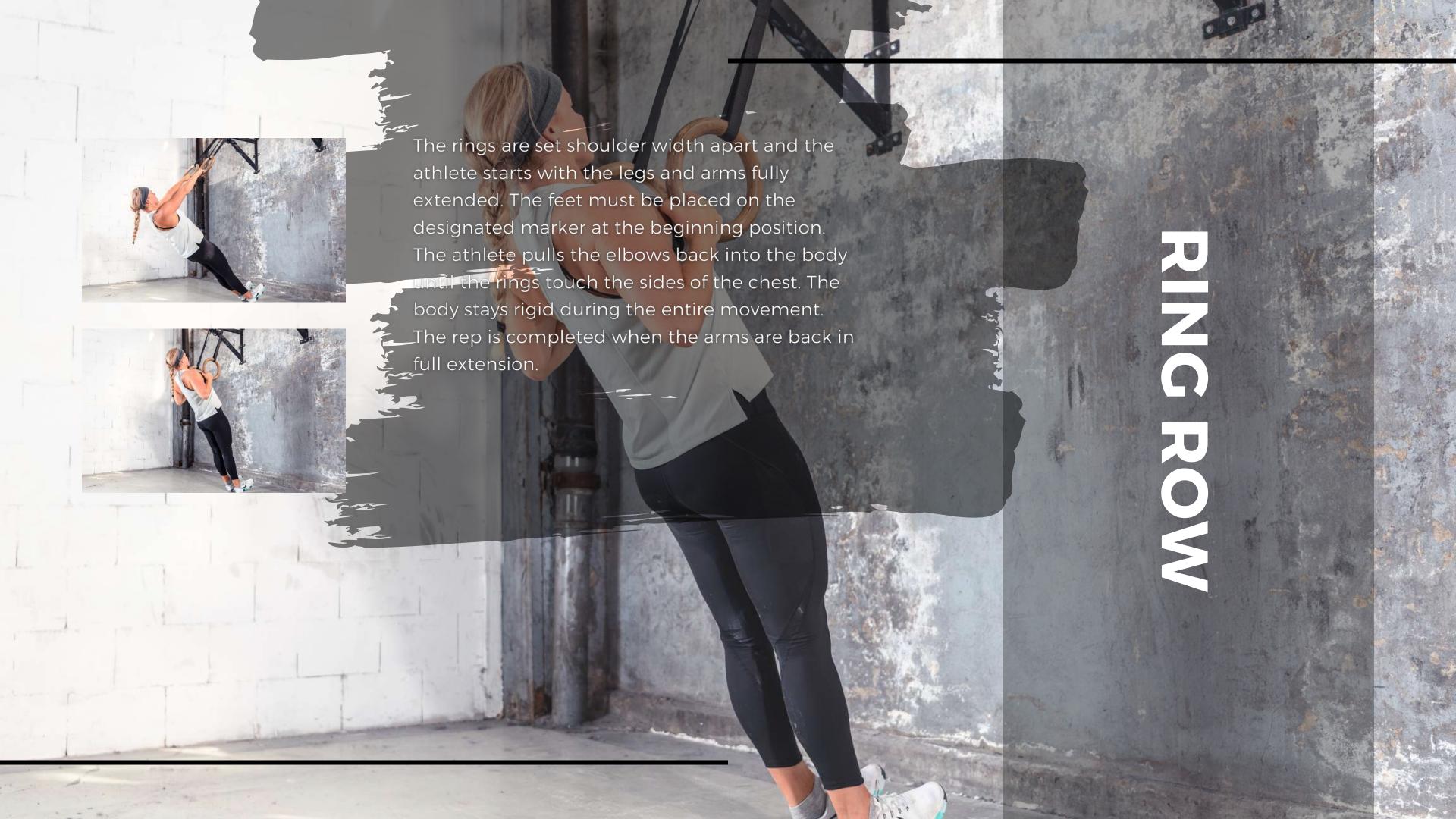










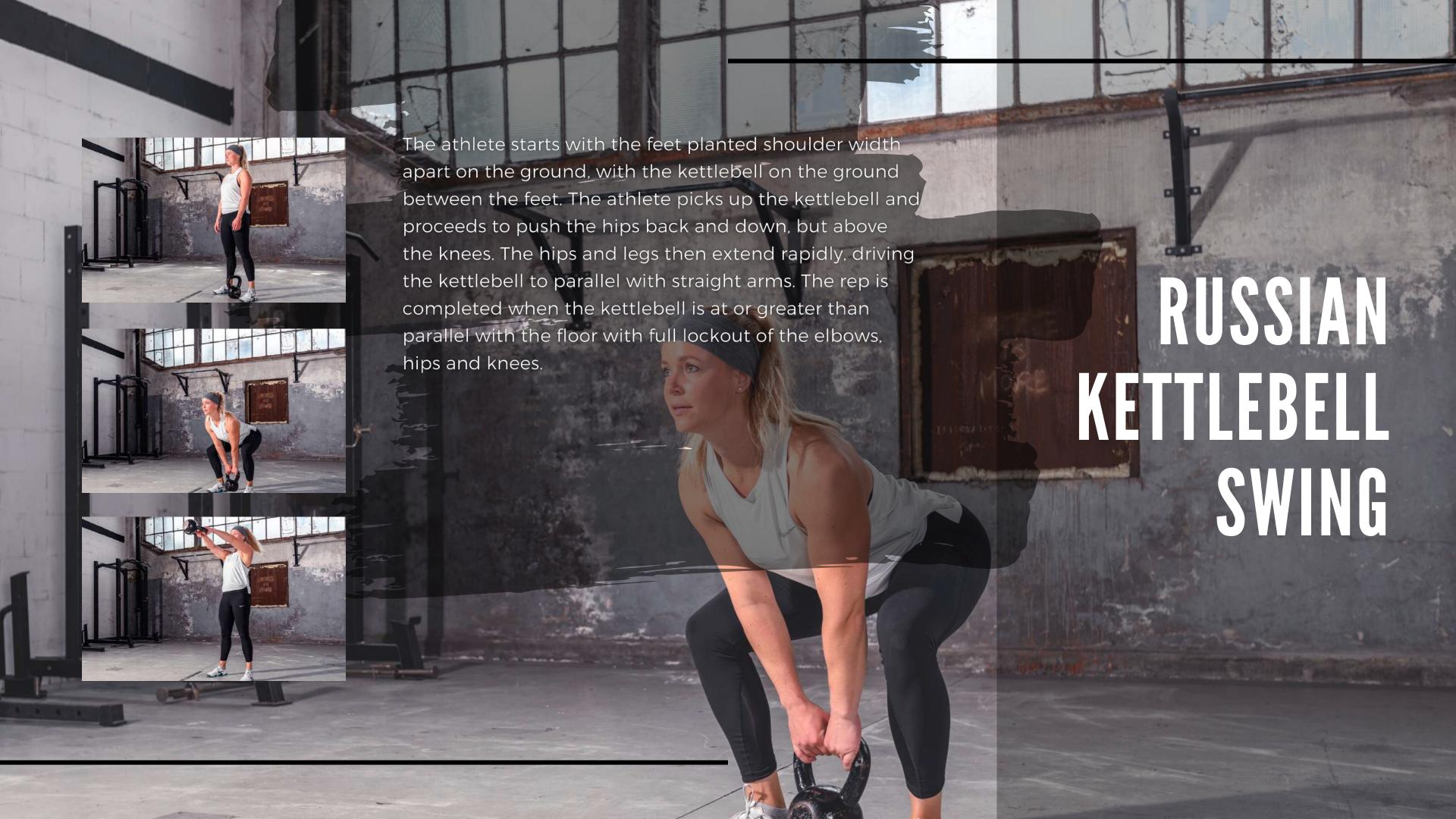




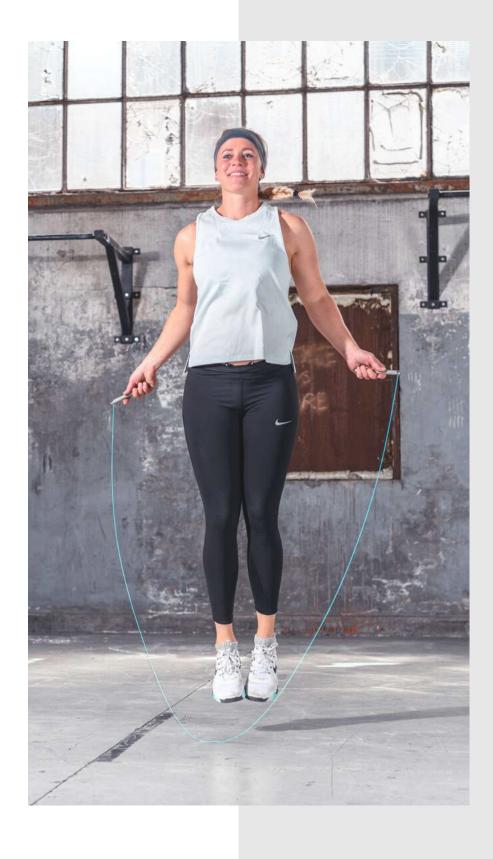


## ROW

The monitor on the rower must be set to zero at the beginning of each row. The athlete may have assistance resetting the monitor. The athlete must stay seated on the rower until the monitor reads the required calories.







## SINGLE UNDER

This is the standard single-under in which the rope passes under the feet once for each jump. The rope must spin forward for the rep to count. Only successful jumps are counted, not attempts.



## SKI-ERG

The monitor on the ski erg must be set to zero at the beginning of each set. The athlete reaches up to take the handles and starts the ski movement. The athlete must stay on the ski erg until the monitor reads the required calories.



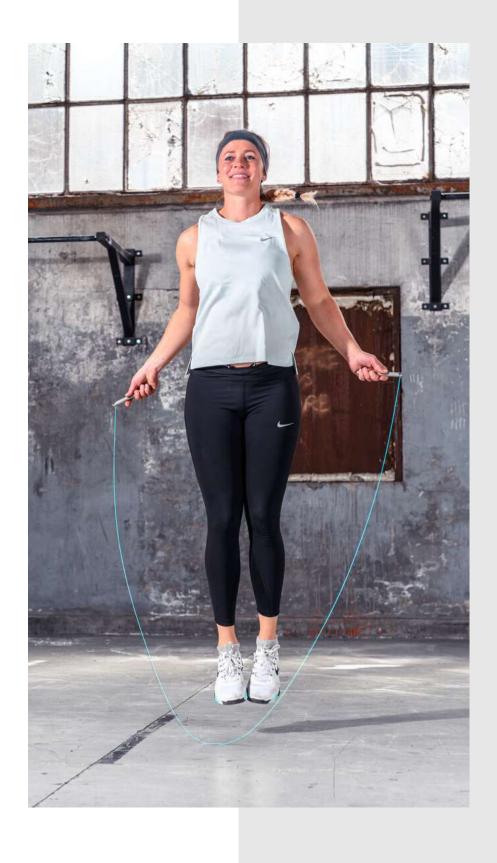












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In this movement, the rope passes under the feet three times for each jump. The rope must spin forward for the rep to count. Only successful jumps are counted, not attempts.

