

ATHLETE BRIEFING DOCUMENT

Welcome to the PF HYROX SIMULATION:
POTCH EDITION. Please read this briefing carefully to ensure you understand the format, rules, expectations, and movement standards.

This document outlines everything you need to know before stepping onto the floor.

Your goal is to accumulate as many Repetitions (Reps), Laps, or Calories as possible depending on the exercise at each station.

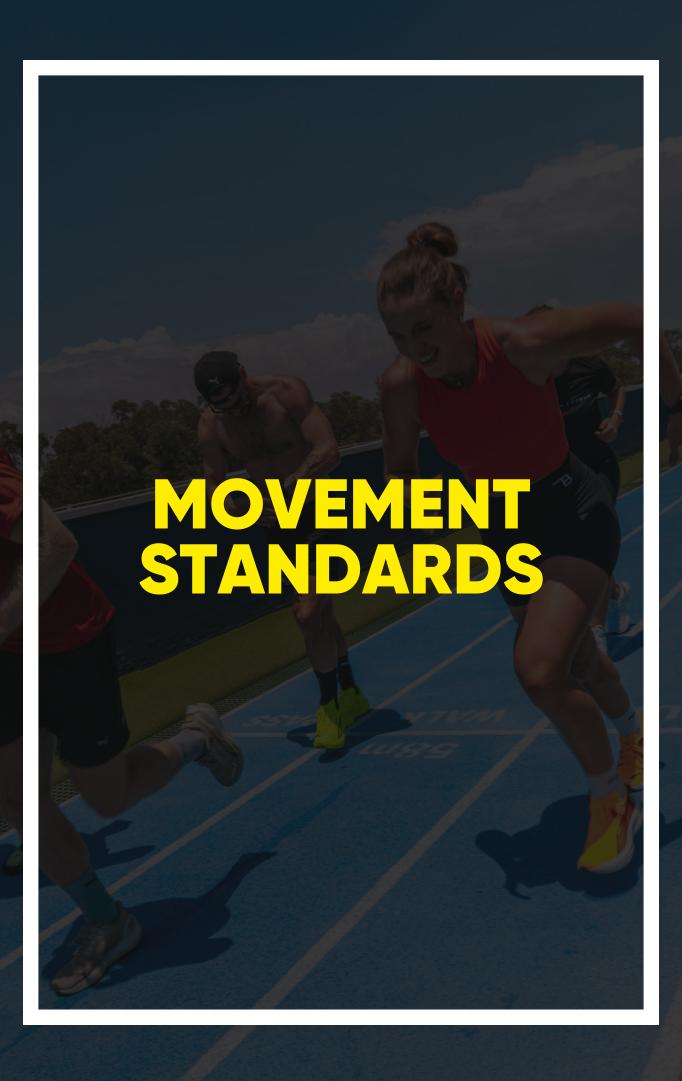
5x athletes will compete head-to-head at a time.

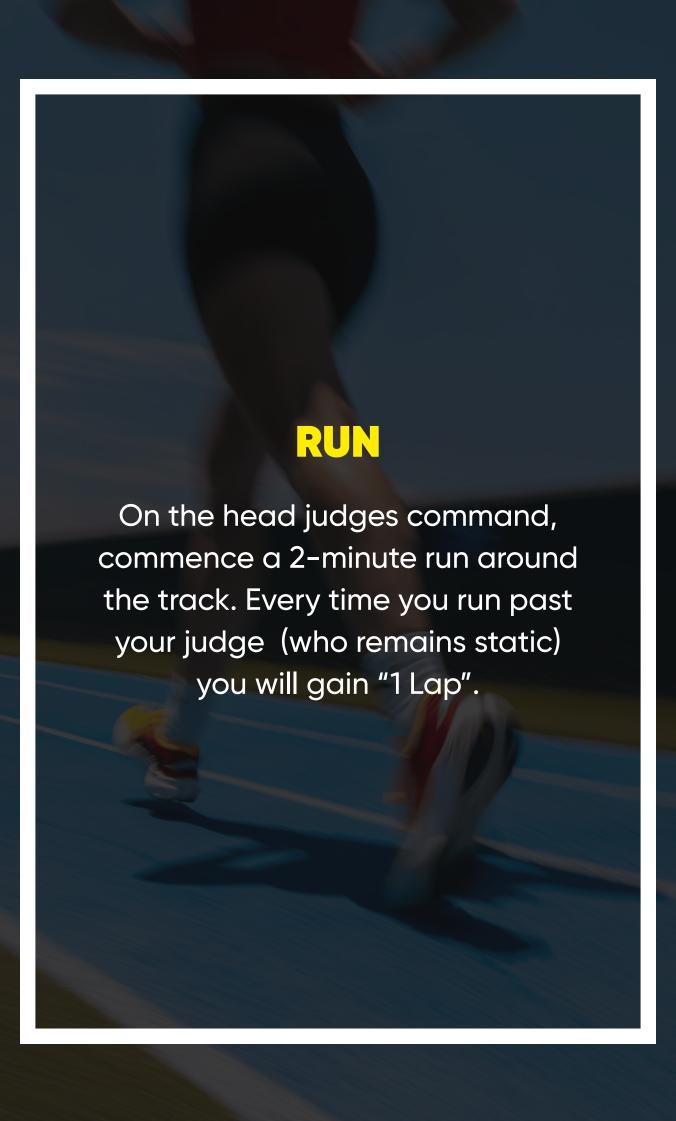
In every heat, new waves of athletes will begin at the 3-minute, 6-minute, and 9-minute marks.

Don't worry – every athlete will have their very own judge to assist & count across all 4 stations and during all 4 runs.

In the "Pairs" category, please note that partners must alternate every 2 stations (Partner 1 to RUN & SKI ERG: Partner 2 to RUN & LUNGE: Partner 1 to RUN & ROW: Partner 2 to RUN & WALL BALL).

Each station will run for 2 minutes, followed by 60 seconds of rest before moving to the next station.

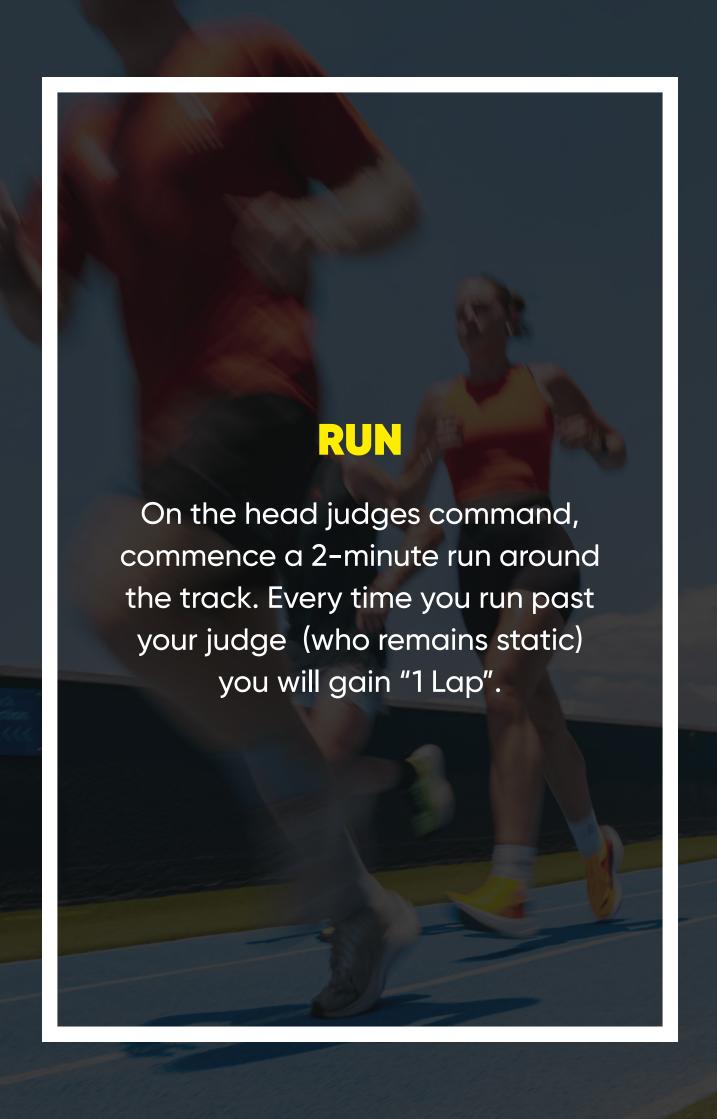




SKI ERG

On the head judges command grab the handles (not before) and accumulate as many calories as possible within the 2-minute time frame (note the damper will always be preset to "5" you can change the resistance once you have commenced the exercise – but not before).

(Athletes can stand on the board ready to start, but cannot grab the handles until notified).



LUNGES

On the head judges command (not before) the athlete must grab the bag (10KG: Women / 20KG: Men) & place on the shoulders evenly.

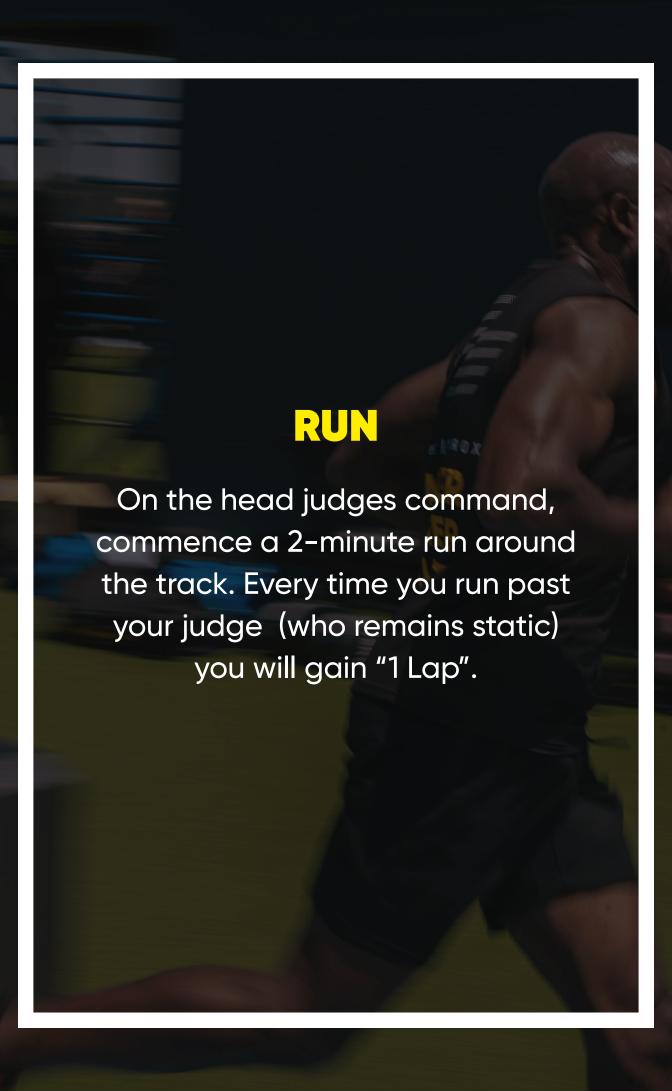
From the first lunge the trailing knee must touch the ground whilst ensuring that both hips and knees are fully extended at the top of each rep.

Lunges must be alternating, between the two designated markers on the turf.

The sandbag must remain on the shoulders throughout the lunge station.

Every time the knee touches the ground the athlete gains 1 repetition.

Objective is to do as many lunges as possible within the 2-minute time frame.

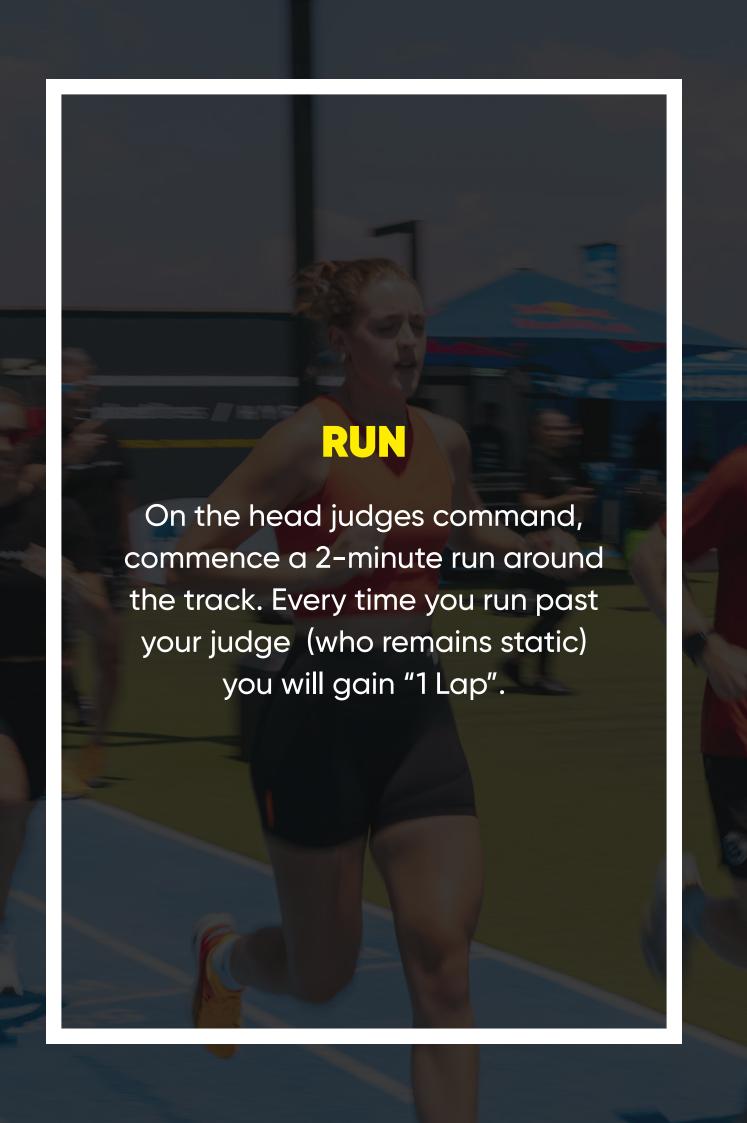


ROW ERG

On the head judges command grab the handle (not before) and accumulate as many calories as possible within the 2-minute time frame.

(NOTE that the damper will always be preset to "5" you can change the resistance once you have commenced the exercise – but not before).

Athletes can "strap their feet in" ready to start, but cannot grab the handles until notified).



WALL BALLS

On the head judges command (not before) the ball must be picked up from the ground (4KG – Women / 6KG – Men) where the athlete must then stand in an upright position with hips and knees extended before he/she initiates the movement.

The athlete must squat (while holding the ball with both hands) before throwing the ball (with both hands) to the target when standing up

(2.75 metres: Women / 3 metres: Men) This is counted as one repetition.

WALL BALLS

After the ball touches the target, the athlete must catch the ball and initiates the movement again. The objective is to do as many reps as possible in 2-minutes.

(If the athlete does not catch the ball, he/she must first pick up the ball from the ground and stand in the upright position with hips and knees extended before he/she initiates the movement again.

At the bottom position of the squat, the athlete's hips must descend lower than his/her knees (below 90°).

