## **XT** FUSION™

## **BENEFITS:**

- Increased Quality of Work
- Increased Overall Strength and Power
- Change the Game: COACH > COMMUNITY > CULTURE of FITNESS

## **PROGRAMMING: Progression, Variety and Precision.**

- Warm up: Simulate Jump rope (jogs and hops) >reverse lunge to knee lift with trunk rotation (opposite knee to elbow touch) >Lateral lunge reach (jump up to switch) with torso rotation >plank to step through lunge lift one arm rotating toward forward leg and switch > walk hands back to feet and stand to
- Progress Function to performance addressing movement in all 3 planes of motion and energy systems
- 3. Science Attitude Environment

9-Minutes Per Round	Round 1	Round 2	Round 3
STATION 1: Ropes Gone Wild	Partner 1 - Alternating Wave  Partner 2 - Coach	<ul><li>1 - Grapplers Throw</li><li>2 - Coach</li></ul>	1 - Vintage Squat Waves 2 - Coach
STATION 2: Kettle bell Essentials	Partner 1 - One Hand Dead Swing (alt.)  Partner 2 - Coach	1 - Dead Clean & Squat (alt.) 2 - Coach	1 - Windmill 2 - Coach
STATION 3: XT Suspension	Partner 1 - XT Row Partner 2 - Tubing One Arm Press Back	1 - XT Matrix 2 - Tubing One Arm Row	<ul><li>1 - Overhead Lunge (Single Leg holding tubing overhead)</li><li>2 - Tubing Vintage Overhead</li></ul>
STATION 4: Body Weight Step 360	Partner 1 - What Up w/ Twist "T"  Partner 2 - Same Platform	1 — Plyo Split Lunge Mirror 2 - <i>Mirror off platform</i>	1 - Partner Lock and Kick 2 - Same Platform
STATION 5: Medicine Ball	Partner 1 - Get-Up Sit-Up  Partner 2 - Alternate Pass	1 - Super Burpee Pass 2 — Alternate Pass	1 - Vintage Squat & Pass 2 - Alternate Pass