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Teens, Masters Open 2015 Reebok CrossFit Games

Carson, California, July 21, 2015—Teenage athletes opened competition at the ninth edition of the CrossFit Games at 9 a.m. this morning at the StubHub Center. Teens aged 14 to 17 were followed by masters athletes ranging from 40 to 60-plus.

Athletes in 14 of 17 CrossFit Games divisions saw action today, including 63-year-old Clarke Holland and 65-year-old Joke Dikhoff, the oldest male and female athletes, respectively.

The Teenage divisions (boys and girls 14-15, and boys and girls 16-17) are a recent addition to the Games, offering teens a chance to compete in the CrossFit Games finals for the first time. Teens qualified for the competition based on results in the CrossFit Games Open. Masters athletes gained entry via the Open and the Masters Qualifier.

The individuals and teams begin competition Wednesday morning at Hermosa Beach Pier. The individual athletes will be tested by swimming and paddleboarding, while the teams will face swimming with a rescue sled and deadlifts with the "Worm," a set of sandbags encased in a long sleeve.

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A winner's purse of US\$275,000 is on the line for individuals, with second place worth \$90,000 and third worth \$60,000. Teams will battle for a first-place prize of \$50,000, with \$30,000 and \$15,000 awarded for second and third. Masters podium finishers will be rewarded with \$10,000, \$5,000 and \$3,000. The total CrossFit Games purse for 2015 is over \$2 million.

Masters and Teenage champions will be crowned Thursday, and Individual and Team champions will be crowned Sunday evening.

In 2015, CrossFit Games coverage on ESPN and ESPN2 increased to 16.5 hours, with team events featured for the first time in addition to individual competition. ESPN will broadcast a total of six hours live on Friday and Saturday, and ESPN2 will air three-and-a-half hours of live competition on Sunday. All heats of all events will be streamed live on ESPN3 and YouTube.

For complete results, visit <http://games.crossfit.com/leaderboard>.

About CrossFit

CrossFit Inc. is the developer and provider of the CrossFit® Fitness Program and a recognized worldwide leader in functional fitness. Founded by Greg Glassman and built on the foundations of constantly varied, high-intensity functional movements, education and collaborative competition, CrossFit-brand workouts develop strength and fitness while cultivating community and camaraderie in each of the more than 12,000 affiliated gyms in CrossFit's global network. CrossFit Inc. is a leading accredited certificate issuer for physical-training professionals worldwide and offers specialty certificate programs in addition to its core curriculum. CrossFit Inc. publishes the CrossFit Journal, promotes physical and cognitive health and fitness through the CrossFit Kids Foundation, and created and operates the CrossFit Games, an annual competition where elite athletes compete to be named the Fittest on Earth™. To learn more, visit www.CrossFit.com, Games.CrossFit.com, Facebook.com/CrossFit or <http://www.youtube.com/CrossFitHQ>.

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