

# ANNOUNCER QUICK GUIDE

## START THE CONSOLE

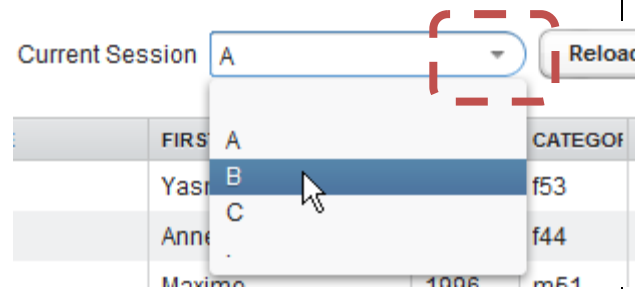
Start the “Announcer” console from the top menu



## SELECT THE CURRENT SESSION

To start a session, select it from the “Current Session” drop-down.

This computes the lifting order and updates all the screens.



## MAKE WEIGHT CHANGES

The announcer can record weight changes for any athlete in the current session at any time by selecting the athlete in the top half of the screen. This will call up the athlete’s card in the bottom part of the screen. A separate marshal screen may also be used.

DRAW	LAST NAME	FIRST NAME	BIRTH DATE	CATEGORY	BODY W	TEAM	NEXT LIF	SN1	SN2	SN3	CJ1
11	Dagenais	Gabriel	1997	m>85	88.5	PAT	90	65	70	72	85
14	Labrosse	Hugo	1998	m85	79.3	CHWI	90	60	65	70	85
4	Bouffard	Félix-Antoine	1997	m69	68.7	CHWI	95	75	80	85	95
1	Boudreault	Louis-Vincent	1995	m77	71.7	MTL	0	(55)	55	60	65
3	Sylvain Salvador	Xavier	1996	m77	72.1	MTL	0	55	58	60	65

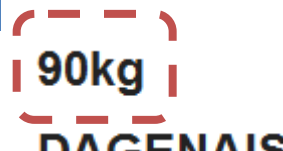
95kg	Automatic Progression	SN1	SN2	SN3	CJ1
BOUFFARD		-	76	81	-
Félix-Antoine	Declared Weight	75	80	83	90
CHWI	First Change			85	95
1 <sup>st</sup> C.&J. Attempt	Second Change				

The bottom of the screen is like a competitor card. The currently requested weight is turquoise; the location where you are expected to type the weight change or declaration is highlighted in yellow and automatically selected. Once done, hit the OK button or “Enter”.

90kg	Automatic Progression	SN1	SN2	SN3	CJ1	CJ2	CJ3
DAGENAIS		-	66	71	-	86	0
Gabriel	Declared Weight	50	70	72	70	90	
PAT	First Change	65			85		
2 <sup>nd</sup> C.&J. Attempt	Second Change						
	Weight Lifted	65	70	72	85		
	Time of Lift	12:21:58	12:25:51	12:27:30	13:07:20		

## ANNOUNCE THE REQUESTED WEIGHT

The weight to be loaded is at the top right of the screen. Ask the loaders to load the bar. **“Loaders, 90kg please”**. Do *not* announce the athlete yet.



ONCE LOADERS HAVE LOADED THE BAR,

### CALL THE ATHLETE

For example, “**Gabriel Dagenais, Team P.A.T., 2<sup>nd</sup> try, 90kg on the bar**”

### TELL THE SYSTEM

As soon as the athlete is announced, hit the “Announce” button. The system needs to know that the athlete has been announced.

**90kg**

**DAGENAIS  
Gabriel  
PAT**

**2<sup>nd</sup> C.&J. Attempt**

**1:00**



### START/STOP THE CLOCK

Use the green triangle to start the clock, and the || button to stop it. “1” and “2” are used to reset the time to 1 or 2 minutes. The checkbox allows the announcer to keep time instead of a separate timekeeper screen.



☒ Stopwatch Buttons

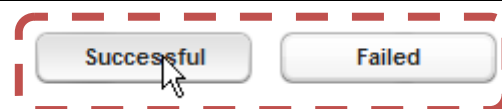
### WEIGHT CHANGE FOR CURRENT ATHLETE

The “Change” button immediately stops the clock and brings up the competitor card in the bottom half of the screen. You should move your mouse over that button as soon as you can to be ready to stop the clock.



### RECORD THE DECISION

When using external decision lights <sup>1</sup> you need to tell the system about the decision. This will update the lifting order.



### SUMMARY

Observe that as you announce the athlete, get ready for a weight change, start the clock, stop the clock, and record the decision, your

mouse travels through the buttons from left to right and from top to bottom. The simplest way to proceed is “play-by-play” – as events unfold you tell the audience and move your mouse to the next button in sequence

<sup>1</sup> If the referees use the computer system to give decisions (using tablets or laptops), then this step must NOT be done: the system will have advanced to the next athlete, and the button will record a decision for the next try.