## **SPEAKER**

Speaker introduces all athletes and technical officials at the beginning of the session AND any medal ceremonies after the session.

- 1. Instructs the **Loaders** to load the **required weight.** ◀
- **2. Athlete's name** (The athlete at the top of the page is the athlete currently lifting. The next athlete is second on the list. The previous athlete will be highlighted.)
- \*\*The Timekeeper may start the clock at this point if the loaders have left the platform.\*\*
- **3.** Athlete's affiliation (These will be acronyms or abbreviations. Hover the cursor over the abbreviation for the full name of the team).
- 4. The number of athlete's attempt.
- 5. Next athlete (Second on the list).

See Top of Screen

## SPEAKER PROTOCOL





#### BEST PRACTICES

The Speaker's responsibility is to keep the session moving efficiently. This can be facilitated by:

**6.** Announces Good Lift or No Lift The three rectangles at the top of the screen turn green while the decision of the referees is being processed. The rectangles will then turn white and/or red to indicate the decision of the referees. WAIT for the white and red light indications before announcing the decision of the referees.

- The speaker is not an emcee or a color commentator.
- Keep in mind that it is fine to have "dead air" while waiting for a clock to expire or for an athlete to come to the platform.
- Speak slowly and clearly directly into the mic.
- Before the competition begins, review the relevant records.
- Before introductions, check with any athlete whose name you are unsure about pronouncing.
- Be seated at a minimum with 1 minute left on the 10 minute clock.
- KEEP YOUR EYES ON YOUR SCREEN. Do not have your phone out at all during the session.
- Introduce yourself to the loaders before the session.
- If there is an injury, call for medical. Instruct the loaders to stand in front of the injured athlete, blocking the audience and camera view of the athlete.
- Have water close at hand.
- If there is a problem, don't panic. Announce that you are taking a tech stop. Call for tech support; specifically Les, Pedro, or whoever is on duty. Find out who that person is before the session.
- The screen shows ONLY "Change of Weight".
  Announce the new weight and name of athlete.
- The screen shows "Change of Weight" AND
  "NEW Athlete", you must announce the new
  WEIGHT, NAME OF THE ATHLETE, the barbell
  must be properly loaded, and the Loaders have
  left the platform, whichever is last, before the
  clock can begin.



# **TIMEKEEPER**

- The TK starts a 10 minute count down clock to introductions
- The TK starts a 10 minute clock upon completion of athlete introductions. (TO introductions take place during this 10 min time period)

### **DURING THE SESSION**

- The clock is set automatically by the Marshal's computer for each lift.
- The clock resets automatically after each lift.
- The clock is started the moment the Speaker finishes announcing the WEIGHT, NAME OF THE ATHLETE, or when the barbell is loaded and the Loaders have left the platform, whichever is last.
- TK presses "stop" IMMEDIATELY as the barbell is raised from the competition platform.
- TK restarts the clock if the bar does not reach the height of the athlete's knees.
- TK starts a 10 minute clock at the completion of the final snatch. Intermission time (5, 10, or 15 min) is at the discretion of Jury President.





- There are times when there are numerous changes of athletes (and weight) resulting in subsequent new clocks. Pay attention to the original athlete as frequently after the changes the original athlete will be back up. The athlete's original clock should be on the board.
- The clock will normally reset. Do not reset it unless you're sure it's not functioning correctly.
- Once the CLOCK starts on a different athlete, the first called athlete no longer gets a 2 minute clock. It is the CLOCK STARTING, not the CALLING of the athlete that affects the clock.