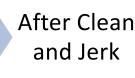
CHIEF MARSHAL

CHAIN OF CUSTODY AND RESPONSIBILITIES





After Snatch During 10 Min Break





Attempt Card Chain of Custody

 Attempt Cards will be brought to the Marshal's Table from the Technical Desk. At this point the cards become the responsibility of the Chief Marshal.

Chief Marshal Will Check:

- Pens at the table: red pen for Marshal, and black pens on table for coaches
- •Start Numbers are written on the cards in Sharpie
- •Starting C&J is written on bottom of Snatch Portion of card
- •Fold Cards if not already done
- •Lay cards out 30 minutes prior to start of session WHEN POSSIBLE. If previous session is late, have protocol sheet available for next session's coaches to see, out of the way of the current session. Lay cards out ASAP. (See Diagram)
- •Lay bib numbers on cards. Instruct coaches and athletes as to right or left hip placement. Be sure there are safety pins available.
- •Establish a clear pattern of communication with Assistant Marshal for making changes. Be sure that the Assistant Marshal is well versed in the software.

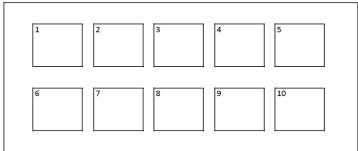
- EITHER Marshal or Assistant Marshal must be at Marshal's Table. Cards should not be left alone.
- •Verify opening Clean and Jerk Attempt for 20kg Rule compliance. Remember that it is the FIRST ATTEMPT taken the Snatch that is added to the opening Clean and Jerk Attempt. Not the first made Snatch or Highest Snatch.
- •If necessary, speak to the coach of the athlete in breach of the rule making them aware that they MUST change their opening C&J to come into compliance with 20kg Rule.
- Write best Snatch on C&J portion of the card

- Assistant Marshal verifies Attempt Card against the computer.
 If there is an error, notifies Chief Marshal, who then corrects it.
- Writes best Snatch on bottom of C&J Portion of the card
- •Writes Total on card

Once the session has finished the Chief Marshal takes the completed Attempt Cards to the official at the Technical Desk. These cards should be placed all together in a folded piece of paper that clearly states the Session, i.e., 81B Red Platform.

Attempt Card Layout

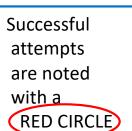
Marshal & Assistant Marshal



Coaches

Marshal's Best Practice

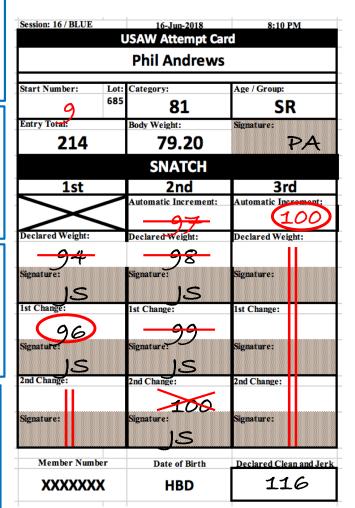
Marshals write in Red Coaches write in Black



UNSuccessful attempts are noted with a REDX

Changed attempts are noted with a Horizontal RED LINE

Any unused space on a card is written over with TWO **VERTICAL RED LINES**



16-Jun-2018	8:10 PM
Phil Andrews	
Category:	Age / Group:
81	SR
Body Weight:	Signature:
79.20	PA
CLEAN and JERK	
2nd	3rd
Automatic Increment:	Automatic Increment:
120	121
	Declared Weight:
	122
Signature:	Signature:
1st Change:	1st Change:
ist change.	124
Signature:	⊥≪ T Signature:
	l Is
2nd Change:	2nd Changer
	125
Signature:	Signature:
	JS
Best Clean and Jerk	Total
125	225
	Phil Andrews Category: 81 Body Weight: 79.20 CLEAN and JERK 2nd Automatic Increment: 120 Declared Weight: 120 Signature: Signature: 2nd Change: Signature:



BEFORE first C&J: Verify compliance with 20kg Rule by calculating **OPENING** Snatch attempt with DECLARED opening Clean & Jerk. If the athlete is not in compliance, immediately notify the coach that they MUST make the change to come into compliance.

BEFORE first C&J: Record best Snatch

CHIEF MARSHAL'S DUTY

- To accept or refuse the modifications (changes) made by coaches on the attempt to be taken
- Calling Order must be respected
 - 1. The Weight of the Barbell (Lightest first)
 - 2. The Number of the Attempt (Lowest first)
 - 3. The sequence/order of previous attempts
 - 4. The start Number of the Athlete
- Changes resulting in athletes taking consecutive attempts: Be aware that
 the rule states that 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. TCRR 6.6.10
- Be aware of the CLOCK
 - Normal 1 Minute Attempt: Coach must DECLARE & SIGN all changes
 WITHIN the first 30 seconds of athlete's clock
 - Successive Attempts 2 Minute Clock: The coach must DECLARE & SIGN the next attempt WITHIN first 30 seconds of their athlete's clock.
 - Failure to do so will forfeit the two subsequent changes and the athlete will have to take automatic increment.
 - When a declaration is made within the first 30 seconds of an athlete's 2 minute clock, the athlete in entitled to two subsequent changes UNTIL 30 seconds remain. No changes are allowed after that point.

