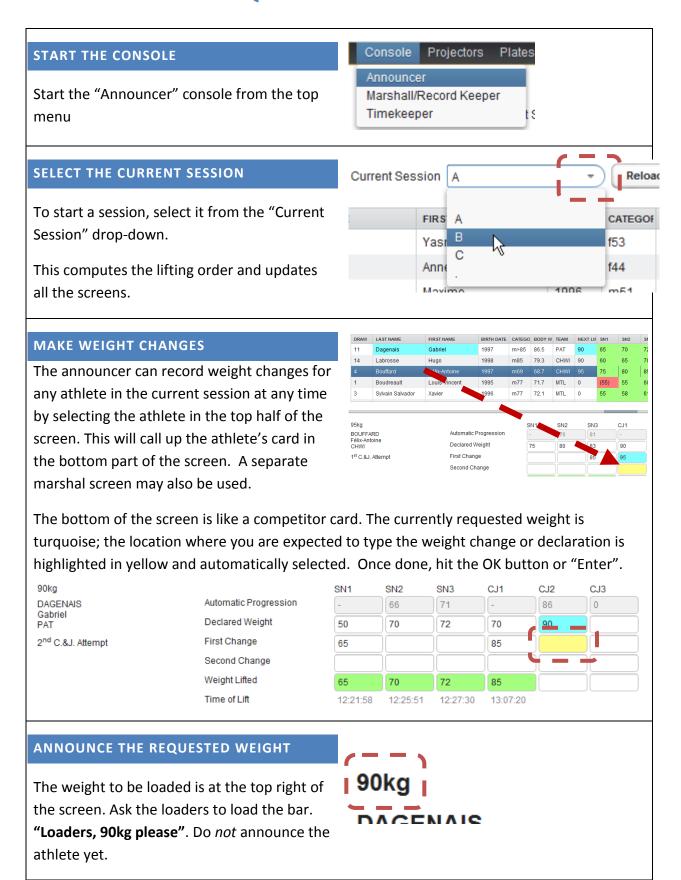
ANNOUNCER QUICK GUIDE



ONCE LOADERS HAVE LOADED THE BAR,

CALL THE ATHLETE

For example, "Gabriel Dagenais, Team P.A.T., 2rd 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

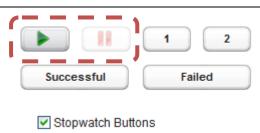
DAGENAIS Gabriel PAT

2nd C.&J. Attempt



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. ¹



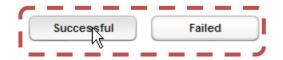
WEIGHT CHANGE FOR CURRENT ATHLETE

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 flags or external decision lights you need to tell the system about the decision. This will update the lifting order.



Do NOT use this option if you are using tablets or Bluetooth devices for the referees as this would enter the same decision TWICE and mess up the ordering

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

¹ There is also the option