Announcer Quick GUIDE

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| Start the console Start the “Announcer” console from the top menu | C:\Documents and Settings\jflamy\Bureau\Screenshots\ScreenShot001.png |
| 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. |  |
| 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”. | |
| 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.  OWLCMS v2.8 ©2012, Jean-François Lamy | C:\Documents and Settings\jflamy\Bureau\Screenshots\ScreenShot003.png |
| 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. | C:\Documents and Settings\jflamy\Bureau\Screenshots\ScreenShot005.png |
| 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]](#footnote-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 [↑](#footnote-ref-1)