Practice Sessions Only:

For events where there are practice sessions prior to the start of competition, such as Sectionals, please use the following notes as a guide:

Singles/Dance/Pairs:

- 1. Auto Attendant on the computer is used to announce practices
- 2. Only background music is played, no programs during the practice

Synchro:

- 1. Only one team is on the ice per practice. "Practice session will now begin for[team name]. This is a (10) minute practice. Music will be played at the 90 second and the 6 minute mark." (10 minute practice, 7 minute mark for 12-15 practice)
- 2. Time is by the clock. Start the next practice whether the other team leaves the ice or not.
- 3. Announce any time remaining in their practice session.
- 4. Twenty (20) seconds before practice is over announce that "Practice has ended, please clear
- 5. Announce the next practice even if the first team is not off the ice.

Competitions:

| Warm-up: | |
|----------------|--|
| Singles/Pairs: | |

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| 1. | Announce: "Ou | r next event is the | (example, STAR 5 Girls U13)." | | | | |
|----|---|---------------------------------|--|--|--|--|--|
| 2. | Announce: "Wi | II the following skaters please | take to the ice for their minute warm-up" | | | | |
| | | | der provided by the data specialists. There may be | | | | |
| | more than wari | m up group for this event. You | do not need to list their club name. | | | | |
| 3. | After the last skup. | cater has entered the ice surfa | ce for the warm up group start timing the warm | | | | |
| 4. | Once all skaters are on the ice, announce the official for the event, the names of the officials will | | | | | | |
| | be listed on the | start order provided by the d | ata specialists: | | | | |
| | a. "The of | fficials for this event are: | | | | | |
| | i. | (full name), _ | , etc" Starting with the Tech panel | | | | |
| | (Controller, Technical Specialist, Assistant Technical specialist) | | | | | | |
| | ii. | "The Referee for this event is | (full name)" | | | | |
| | iii. | The judges are: full name on | у | | | | |
| _ | Announce who | n there is ano (1) minute rems | ining in the warm up | | | | |

- 5. Announce when there is **one (1) minute remaining in the warm up**
- 6. Twenty (20) seconds before the warm up is over announce "The warm up in now over, please clear the ice"

Competition:

| 7. | When most of the skaters are close to the gate, or off the ice, immediately announce the first | | | | | | |
|-----|---|--|-------------------|------------------------|-----------------------|--|--|
| | skater | for the event: | | | | | |
| | a. | Please welcome the first skat | er, from the | (Club), | (name of | | |
| | | skater)" OR | | | | | |
| | b. | Representing the | (club), please | e welcome | (name of | | |
| | | skater)" | | | | | |
| | c. If it is pairs or dance, please say both skaters names, and their respective clubs (if the | | | | | | |
| | | clubs are different from one a | nother) | | | | |
| 8. | Music | person will play their music who | en the skater is | in position. | | | |
| 9. | Once e | Once each skater is finished, keep your eye on the Referee, or listen over the headset or walkie | | | | | |
| | talkie for your cue to announce the next skater. It can take several seconds to almost a minute | | | | | | |
| | betwee | en skaters for the officials to be | ready. | | | | |
| 10. | If this is a Sectional event, or other competitive event there may be scores to be announced. | | | | | | |
| | "The score for (skater's name) for this segment is" Do not say points after the score. | | | | | | |
| | Please | see the file "Code of Points for S | Single & Pairs" j | for Sectional announc | ing of marks. | | |
| 11. | Once y | ou read the score or receive yo | ur cue from the | referee, please anno | unce: "Our next | | |
| | compe | etitor representing (| club), | (skater name)" | | | |
| 12. | When the last skater of that warm up group has concluded, and left the ice surface, you will be | | | | | | |
| | able to announce the next warm up group – starting from bullet 1.) above, but instead of saying | | | | | | |
| | "next e | event" you can say "Continuing | with warm up | group (#) of | (event | | |
| | name)" | | | | | | |
| 13. | When the last skater of the event has finished, announce the conclusion of that event and | | | | | | |
| | announce the warm up for the next one (or flood, or break, or opening ceremonies, whatever is | | | | | | |
| | | schedule) | | | | | |
| | | "This concludes the | | | | | |
| | b. | "There will not be a short into | ermission to re | surface the ice" OR "(| Our next event is the | | |
| | | and will start | at (time) | " | | | |
| 14. | Please | see the file "STAR Announcing | Script" for more | e information | | | |

Synchro:

There is no separate warm up for synchro. The first team is permitted one (1) minute to skate around the ice before the team is announced (usually more than 1 minute for the next team when there are scores). When indicated by the chief referee, announce the category and the name of the team/club.

Other Events:

STAR 1:

- Skaters at the conclusion of the warm up will not leave the ice, they will gather at the boards near the judges
- When skaters enter the rink for their warm up, please also announce their home club
- You will not have to announce each skater as they go to perform each element, unless directed by the referee
- Optional, when the warm up is over you can announce "Skaters, please gather at the boards near the judges"
- Once skaters have concluded all of the required elements (with the last element being the spiral circle, you will announce "Skaters will now warm up for the Creative Expression Element. Skaters, you will now hear the music for the first time"
 - After the playing of the creative expression music for the first time, give the skaters a
 moment to take a starting pose and then announce "Skaters will now perform their
 Creative Expression Element"
- After the music has concluded announce: "Skaters please gather at Center Ice to take your bow"
- For more information and details, please see the "STAR 1 Announcing Script" on the website

Improv:

- For Improv events, please follow the same steps for the warm up as Singles
- One addition is that you will need to announce the playing of the Improv music approximately 1
 minute into warm up:
 - o Announce: "Skaters, you will now hear the final playing of your music"
- Follow all remaining announcing the same as the above for competitions

Elements:

- Follow the same as the warm up for singles with the following exceptions:
 - o Include each skater's club when initially announcing them as they enter the ice as you will not do it later.
 - o Please announce the following ten (10) seconds before the warm up is over:
 - "The warm up is now over, skaters please gather at the boards by the judges"
- Once the skaters are lined up by the boards you will announce when prompted by the referee:
 - "The first element to perform is the ______ (example; Flip jump, or skaters choice of double jump, etc..)"
 - Then call out skaters name in start order
 - Once all skaters have performed the first element, you will announce the second element as you did the first
 - There are four elements total
- Optional: At the conclusion of the event request the following:

time"

| | 0 | "This concludes theevent, Skaters please come to center ice to take your bow" |
|--------|--------------------------|--|
| CanSka | te: | |
| • | 0 | "Our next event is (example: Stage 1 and 2 CanSkate). Please welcome the following skaters to the ice, (name) from Club, etc" conclusion of the event: "Skaters please come to center ice and take a bow" |
| Team E | vent: | |
| • | Start th | "Our next event is (example, STAR 2 Teams). Will the following teams please take the ice for minute warm up (example Silver Blades) representing Club, etc" the timer for the event ince the officials for the event |
| • | the wa on the When | there are ten (10) seconds remaining in the warm up, please announce the conclusion of arm up and ask the teams to gather at the boards in front of the judges. Skaters will stay ice after the warm up and will line up along the board with their team given the cue from the referee, you will announce the following: the teams/skaters are lined up by the boards you will announce when prompted by the e: "The elements to be performed are (example; Flip jump, or skaters choice |
| | | of double jump, etc)" There are four elements total |
| • | At the | conclusion of the event request the following: "This concludes theevent, Skaters please come to center ice to take your bow" |
| Award | s & Otl | her Announcements: |
| • | skaters Annou | or promos and event announcements are to be made during warm ups or prior to the s taking the ice for their warm up period ince the top three placings for STAR 4+ categories (or elementary synchro and up), in each as soon as they are made available |
| | 0 | "Ladies and gentlemen, we have the results of the event. In first |
| • | | place, in second place, in third place" (Home clubs can also be included, but not required as they will be announced during the medal ceremony) lically throughout the competition if you notice someone using their flash, announce "The flash cameras can be distracting the dangerous to athletes and is not permitted at any |

Important Points to Remember:

The Host Committee is responsible to check with the Audio Chairman regarding the Announcers required for the event. The Host committee will ensure a functional microphone and sound system is available.

Announcers are responsible for the following:

- Be available during practice sessions
- Be available during events
- Check name pronunciations prior to the start of a practice or event
- Follow directions from the event referee
- Work in conjunction with the music personnel
- Check the amount of time allotted for the warm up for each event

Remember:

- Your role is important in ensuring the competition runs in a timely and calm manner. You do not have to worry about entertaining the audience.
- The acoustics of an arena are usually not great, so remember to:
 - Speak slowly
 - Use simple words and sentences
 - Enunciate clearly
 - o Adjust the treble/bass of the microphone to match your voice (if possible)