ANNOUNCER

Arrive plenty early, at least one hour before show time.

Make sure that your computer is networked and reading the Main computer If you are using the FarmTek timer connected to your computer check to see that it is reading correctly.

It is always a good idea to have a lap timer handy for a back up should you need it with extra batteries Walkie Talkies to communicate with the judge, cattle guys and /or office personnel (always have extra batteries in all sizes that are used)

Make sure you know cattleman name so you can pre-warn cattlemen when it is time to change the cattle out (Joe, change cattle in two runs, Joe change cattle after this run, Joe change cattle)

30 minutes before start time, start announcing close of books on first class in 15 min. Then again 12 min till close of books, 10,7,5,3, 2,1, closed Continue through rest of show for each class, 10 minutes prior to close of each class and again at 7,5,3,2,1, closed

Always close books on next class before start of short go.

Before class starts announce that the run order is posted on the wall.

Announce when cattle will be changed

Example: 36 teams (one pen, change at 9-18-27-36)

(two pen, change at 18, 36)

Example: 47 teams (one pen, change at 10-20-29-38-47)

(two pens, change at 16, 32, 47)

Announce first 10 teams to get ready

You can pull up the "projected payouts on your computer to let contestants know how many places you are paying in that class.

Immediately after the class is complete, you can go into the Interim Class Results on your computer and it will tell you what team placed in the money and the amount they won. (You should always announce 3rd, 2nd, and then 1st place last and the combined \$\$\$'s won per team instead of the individual \$\$\$ amounts. It is more exciting)

When first team is in the pen announce

of seconds team has to sort

Flag is up or Cattle Ready

Call cattle number (3---3---cattle number 3) when flag is dropped. (When announcing 9 use (9er)

While team is sorting announce next team to be ready or if you have a double pen have that team in the opposite pen ready

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When team is finished, if you are not using the farmtek, enter the Time and Cattle into the computer that the flag man will radio to you. Announce the teams total and immediately get ready for the next team in the pen. This keeps the show running faster

When first team is finished announce for second team

of seconds team has to sort Flag is up or Cattle Ready Call cattle number (6--6--cattle number 6) when flag is dropped

While second team is sorting

Announce third team out to be ready or if you have a double pen have that team in the opposite pen

When team is finished, if you are not using the Farmtek, enter the Time and Cattle into the computer that the flag man will radio you. Announce the teams total and immediately get ready for the next team in the pen.

Continue this throughout the teams

When the judge waives the flag indicating that the team will receive a "No Time" immediately announce this and get ready for the next team

Announcer will do the draw for the next round when all teams have completed the first round. When you have this completed, announce the top 10 teams coming back for the Final Go.

When it is time for the Top 10 or Final Go, announce the Time and Cattle that the team is coming in with before they start sorting. At end of run, announce what they ended up with and announce their total number of cattle at a time of _____

Flag man should continually be ready for the next team to keep the speed of the show going

If you are in the middle of announcing something when the flag man puts his flag up indicating that he is ready, finish what you need to and immediately say flag is up or cattle ready.

It is very important to keep the show moving with no down time or wait time for the contestants. This keeps the contestants happy and able to travel back home before it gets too late in the evening.

Things to announce during the show:
Remind contestants to fill out their entry forms
Future arena show dates
Sponsors

Attitude is Everything

Smile, Have fun, remember people came for the FUN!!

Make sure the contestants have fun

FUN---FUN

If the contestants are having fun, it will make your job easier

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