



## Unity 5

### Game Announcer Guidelines

#### **Pre-Game (Get Ready):**

- **Arrive:** At announcer's booth 15 minutes before game time.
- **Lineup:** Get from coaches while they are warming up (Player **FIRST Name & Number**).
- **Names:** Ask coaches for correct pronunciation if unsure.
- **Teams:** Use Stack Officials list for home/away status and full team/sponsor names.

#### **Game Start (5 Mins Before):**

- **Announce Loud & Clear:**
  - *"WELCOME TO UNITY PARK! TODAY'S MATCHUP IS THE [Visiting Team Sponsor & Name] VERSUS THE [Home Team Sponsor & Name]."*

#### **During Game:**

- **Batters:** Announce **Number** and **FIRST Name** (e.g., "Now batting, Number 12, Michael!").
- **End of Innings:** Announce the score using sponsor names (e.g., "After 1 inning: Sponsor Team A [Score], Sponsor Team B [Score]").

### **Unity 5 Microphone and Scoreboard**

To power on:

1. Go to middle of the room where the 3 light switches are. Flip on the left one (white single plate switch). Make sure the scoreboard turns on
2. Turn on the black audio box in the Unity 5 alcove. The red and blue lights should come on. This turns your mic on.
  - a. Test the mic and make sure it works before the game starts
3. When the game is over, turn off everything you turned on, shut the window, and clean up after yourself
  - a. If you know that there is a game directly after yours that you are not announcing for, you can keep the scoreboard and mic on

To control scoreboard:

1. Switch the power button on the top left to On.
2. If scoreboard is blinking, press Enter on the bottom right
3. All the buttons do what they say. If you overcount on the score, press +10 and +1 until it reaches 0, and reset.
4. To reset balls, strikes, outs, and innings, click the respective button until it goes back to 0 on the scoreboard.

**PLAY BALL**

