

Event Manager

- Must have an officially valid CrossFit judge certificate for judging of the workouts.
- Involved in development workouts and movement standards.
- Setup and execute the Judge briefing both the movement standards and the flow of the workout, if necessary in English.
- Execute athlete briefing in clear English, both the movement standards and the flow of the workout.
- Make a good distinction / show that the Fantastic 4 and Buddy Teams can differ from each other, so that there will be no confusion.
- Supervise the Demo Team and give instructions in advance how they should perform and where they stand during the briefing.
- Answer questions from judges and athletes.
- Ensure that a judge schedule is available for both shifts, morning and afternoon.
- If there is a change in the judge schedule, it will be updated and communicated with the entire Judge team.

Head Judge

- The Head Judge must have an officially valid CrossFit judge certificate for judging of the workouts.
- Is up to date with all details of every workout (movement standards and flow of the workout).
- Answer questions from judges and athletes.
- Ensure that every team has a judge.
- Ensure that all judges work with the stopwatch and not with the clock.
- Ensure that, when this is the case, the secret workouts are printed and hung in the athlete area so that athletes can see it again.

Notes

Give the judges support on the field, guide and assist, if no-reps must be given, if this is the case, then ONLY report this to the judge and NOT over-judge the judge in the presence of the athlete.

When an athlete has an appeal, listen and repeat this situation to the athlete. Then clearly transfer the information to the Floor Manager. In the first instance, you support the choice of the Judge until the problem is investigated.

- If the judge is wrong then the Floor Manager talks with the Head Judge and athlete for feedback. Then the consequences for the score are determined. To prevent a similar situation, our team discusses what the points for attention should be in the future.
- If the judge is right, neatly end the discussion

A Head Judge does not first have to give a warning before he or she imposes a heavier penalty. Judges are obliged to report violations of an athlete to the Head Judge, who is obliged to investigate the violation and state this in his / her report to the competition organization.

Judge Team

2 Head Judges & Multiple Judge members

- The judges must have an officially valid CrossFit judge certificate for judging the workouts and / or have demonstrable experience in judging the workouts.
- Is up to date with all details of every workout (movement standards and flow of the workout).
- The performance of the athlete will be judged according to the rules for the relevant workout.
- A judge determines the result of the workout, is responsible for the correct completion of the score form and must provide it with his / her name and signature.
- After the workout, the judge is responsible for sharing the score form with the relevant team and must be provided with one of the athletes' names and signatures.
- A judge is allowed to give a verbal warning to the athlete. A warning is given at the discretion of a judge. The purpose of a warning is to alert the athlete to a possible (unintended) violation of the rules, or suspect that the rules will be broken.
- A judge is permitted to give a penalty if he or she believes that the exercise was not performed correctly, that an unfair advantage has been gained, or is intentionally an unsafe situation created.
- When a penalty is given the athlete must follow the instructions of the judge. When the penalty is complete it calls the judge "go" and the athlete may continue the competition.
- Judges are obliged to report violations of an athlete to the Head Judge, who is obliged to investigate the violation and state this in his / her report to the competition organization.

Demo Team

- Is up to date with all details of every workout (movement standards and flow of the workout).
- Follow instructions from the Event Manager during the briefing.
- Execute both the movement standards and the flow of the workout during the athlete briefing.
- Is able to show the difference between the Fantastic 4 and Buddy Teams workouts.
- When there are any questions and an athlete needs an example of the movement standard or the flow of the workout, you can respond to this and clarify it with a demonstration (supported with the explanation of the event manager).

Practitioner Team

- Team of different practitioners who can provide athletes with physiotherapy, massage, taping or similar services.
- Every practitioner is provided with all the material needed to offer their services.

Floor Manager

- Is up to date with all details of every workout (movement standards and flow of the workout).
- Ensure proper communication between all teams (Head Judge / Scoring / Till & Chill).
- Is allowed to enter the scoring room & may ask questions there.

Time schedule

- Ensure that the athletes enter and leave the game area on time.
- Keep an eye on the heat times due to overtaking on-time.

Safety

- Direct contact line with First Aid.
- Keep an overview on the field and warming-up area in terms of equipment and clear spaces. Therefore direct contact with head Till & Chill.

Q&A athletes

- Can repeat the latest important movement standards or flow items in the hot seats.
- Athletes can answer questions about basic workout and floor info.
- If there are changes in terms of ranking, then the Floor Manager is aware and can explain everything (after consultation with the scoring team).

Appeal

Participants who have been awarded a penalty and / or have found score differences the right to appeal. All protests, appeals, scoring, differences or ruling questions must be submitted immediately and before it be submitted to the main jury at the start of the next workout. The Head Judge has ultimate authority on all events and protest statements.

- When an athlete has an appeal, listen and repeat this situation to the athlete, clearly transfer the information to the Floor Manager. In the first instance, you support the choice of the Judge until the problem is investigated.
If the judge is wrong then the Floor Manager talks with the Head Judge and athlete for feedback. Then the consequences for the score are determined.
To prevent a similar situation, our team discusses what the points for attention should be in the future

Athlete Control

This function is combined with the Athlete Registration. We start the morning with athlete registration. When everyone is registered, this function will switch to the Athlete Control.

- Direct communication with the Floor Manager.
- Ensure that the athletes enter and leave the hot seats on time.
- Receive judge forms from the judges and bring them to the scoring room and if there are any uncertainties, this can be checked at judges.
- Is allowed to enter the scoring room & may ask questions there.

Scoring Team

Pre competition day

- Review the workout flow and check the judge forms and scoring file.
- Can explain how to read, check and calculate the judge forms, and finally enter them in the file.

Game day

- Receives the judge forms from the Athlete Control.
- Check and make the ranking (both sub- and final ranking).
- Transfer the ranking to the Athlete Control → Floor Manager → MC.
When checked and approved, this document will be shared with the athletes (online and offline).
- Headset communication line with the Floor Manager.

Appeal

- When an appeal is made, consult with the Floor Manager. Determine what influence the penalty or correction has on the ranking so that it can be included in the decision whether or not to correct it.

Notes

Alternate tasks so that you can check each other and take over if a break needs to be taken.
Keep a good focus throughout the day.

MC

Pre competition day

- Background research in the teams / athletes.

Competition day

- Close contact with the DJ / Floor manager.
- Instruct DJ in preparation of a particular WOD + music genre.
- Take DJ along in heat times / duration / transition.

- Competition floor updates.
- Updates scoring / ranking competition.
- Announcing partners (deals when available).
- Short interview after each heat / workout (social media content).
- Award ceremony.

max 2 persons at the same time on the competition floor.

DJ / Sound

Pre competition day

- Discuss the location's space / acoustics (floorplan sound system) with the Event Director.
- Are adjustments or extra tools required yes/no.

Game day

- Close contact with the MC's.
- Soundcheck microphone 15 min before athlete briefing (in collaboration with MC).
- Background music before and after the competition, in between the heats.
- Up tempo beats during the workouts (play with genre, depending on the workouts).

Photographer

Pre competition day

- Discuss the incidence of light and the location's space with the Event Director.
- Are adjustments or extra tools required yes/no.

Game day

- Shots before, during and after the competition.
- Shooting Team Photos after the registration takes place.
- The only photographers who are allowed to enter the game - and warm up the area in a safe manner.
- Deliver some photos during the competition day (provided with Njoya League logo).
- They Are allowed to enter the scoring room & drop their belongings here.

After competition day

- Deliver a complete album per shift (morning and afternoon) 1 week after the competition day (provided with Njoya League logo).

max 2 persons at the same time on the competition floor.

Videographer

Pre competition day

- Discuss the incidence of light, the location's space and script with the Event Director.
- Are adjustments or extra tools required yes/no.

Game day

- Video shots before, during and after the competition day.
- The only videographer who is allowed to enter the game - and warm up the area in a safe manner.
- Conducting interviews with athletes / spectators / partners / crew members before, during and after the competition.

After competition day

- Deliver an aftermovie 2 weeks after the competition day (provided with Njoya League and partner logos).
- In consultation with the organization, extra content will be filmed to make separate promo videos for future events.

max 2 persons at the same time on the competition floor.

Till & Chill Team

1 Head Till & Chill & Multiple Till & Chill members

- Understand the floorplan, set up and flow of every workout.
- Understand that the Fantastic 4 and Buddy Teams can differ from each other in the set up.

Pre competition day: Friday 16.00 - 20.00 hours

- Be present the day before due to construction
- Hand out tasks to the team so that the venue can be built up in the most efficient way. (Game area / hot seat / warm up area / athlete area)
- Prepare a back up plan per workout, if materials fail during the competition.

Game day's: 7.30 - 19.30 hours

- Morning shift: 2 lanes must be prepared for each workout due to the briefing (F4 & Mix Buddy Team).
- Afternoon shift: 1 lane must be prepared for each workout due to briefing (Buddy Team).
- Immediately prepare materials for workout 1 after the briefing.

General

- Hand out tasks to the team so that the game area is ready before the next heat takes place.
- Keep an overview of the heats, which category is working, which set-up is available for Fantastic 4 and Buddy Teams, which adjustments must be made per heat.
- Quickly rebuild the field after each workout for the next, administer the team briefly and concisely.
- Keep an overview on the field and ensure that everything is neat and safe and that it looks good.

- Act immediately if materials fail during the workouts, switch to back up plan.
- Contact the Floor Manager if something is wrong or not working.

- Build a podium with 2 boxes per podium place (2-1-3) after the last heat is finished (morning and afternoon).

Break down: Sunday 20.00 - 22.00 hours

- Hand out tasks to the team so that the venue can be cleaned up in the most efficient way. (Game area / hot seat / warm up area / athlete area)

Athlete Registration Team (morning)

This function is combined with the Athlete Control. We start the morning with athlete registration. When everyone is registered, this function will switch to the Athlete Control.

Because the afternoon athletes will come in divided over the day, this registration will be taken over at the main entrance (spectator registration).

- Registration: write team numbers on the right upper arm.
- Handing out Name plates (when available).
- Handing out T-shirts (when available).
- When applicable, keep track of which shirts are not the right size (this is checked after the game).
- Explain where athletes can go (dressing room / warm-up / massage / hot seat / game area).

Spectator Registration

This function is combined with the athlete Registration.

Because the afternoon athletes will come in divided over the day, this registration will be taken over at the main entrance.

Athlete Registration

- Registration: write team numbers on the right upper arm.
- Handing out Name plates (when available).
- Handing out T-shirts (when available).
- When applicable, keep track of which shirts are not the right size (this is checked after the game).
- Explain where athletes can go (dressing room / warm-up / massage / hot seat / game area).

Spectator registration

- Explain where spectators can go (short tour).
- Handle the Payment system (mobile app debit card and cash).
- Handle merchandise in combination with task sales and also being able to sell the items.

Host

- Taking care of the crew, ensuring that the crew room remains tidy, topping up food / drinks / bringing them to people who cannot often leave their place.

Event Director

- available when you're stuck or need a survival hug.. all your challenges are welcome!