# What You Need to Know About Announcing

By Dominic Hoscher

#### **Before the Broadcast**

- 1. Research a night or two in advance in order to become more familiar with teams, players, etc.
- 2. Find a method that works for you, makes memorizing/distributing information easier
- 3. Gather background information from players, coaches, something like that
- 4. Make yourself familiar with rules of the sport you're broadcasting
- 5. Talk to your partner sometime before the game
- 6. Make sure you can pronounce the names. Even the last people off the bench.

## **Announcing the Game - Opening**

- 1. Create a plan with your partner so they know what to expect
- 2. If you struggle with intros, write yours out
- 3. Do not mention all of the things you researched in the first 10 minutes of a broadcast, spread it out throughout the game
- 4. Set the stage: Who's playing, the lineups, where at, records, who's heading what direction, even who's wearing what
- 5. Find the theme of the game, or establish a storyline. Whether it's a rivalry game, playoff, something else, and stick with that theme throughout the entirety of a broadcast
- 6. Get your notes and player names into a position where you can easily see them

## **Announcing the Game - During the Action**

- 1. Talk about your background gatherings periodically throughout games, preferably during slow moments
- 2. Show enthusiasm in your calls, from the big plays to the highlight reel ones, match the play's excitement
- 3. Mention co-announcers name often to give off that conversation feel in your broadcast
- 4. Don't just read off stats, but say them in a way where it sounds as if you already know them
- 5. Keep a constant tone in your voice
- 6. Avoid asking your partner questions, such as "What do you think the Knights need to do to win this game?" while their losing 2-1 with 15 minutes left in soccer
- 7. Don't use words like "Here" or "There", can be left out of your call
- 8. Try to not guess what the call is on the field, wait for the ref's official call
- 9. Stay away from apologies

# **Announcing the Game - Play-by-Play**

- 1. Don't say the players numbers when making a call. Ex: "And number twenty Collins makes the play!"
- 2. Expand your vocabulary. Ex: Made shot in basketball: Puts it in, bang, knocks it in, lays it in, banks it in, etc.
- 3. Consistently mention time and score, even if it's shown on screen
- 4. When the action picks up (like when basketball has it on offensive end, or soccer team has it in the opposing team's half and is attacking), play-by-play takes over
- 5. Remind the audience who they're listening to

## **Announcing the Game - Play-by-Play**

- 6. Match the flow of game with your style. Basketball=Fast. Baseball=Slow
- 7. Lead into color commentator to get them more involved. Ex: "Adam, this Knights team just can't seem to get any long possessions going."
- 8. If you don't know player's name after key moment, fill the space with team name until you find out who it was

### **Announcing the Game - Color**

- 1. After a score, or during a slow moment, color announcer takes over
- 2. Color includes: Key stats, interesting information you brought in, analyzing the previous play, how the game has played out
- 3. Don't say "but" what follows usually isn't worth saying
- 4. Once PbP gets done with call of a score or key moment, break down what you saw in the previous incident
- 5. Have fun in your analysis, what audiences enjoy most in color commentators nowadays
- 6. Try not to correct your partner every time they get something wrong

### **How to Improve**

- 1. Do as many broadcasts as you can
- 2. Doing sports that you're not comfortable with are the ones that help you grow the most
- 3. Listen to professionals, and how they handle every situation
- 4. Practice on your own. Ex: Mute the game, and call it yourself
- 5. Tune into your fellow students' broadcasts, and those you've done in the past, and learn from them
- 6. Ask questions, reach out to people
- 7. You never know everything, you can always keep improving no matter what level you're at