



FUNCTION: EQUIPMENT MANAGER

Purpose of Position:

The Equipment Manager is responsible for securing, supplying, inspecting and maintaining the boxing equipment used during competitions.

Accountability:

The Equipment Manager is directly accountable to the Technical Delegate. The Equipment Manager will undergo a performance evaluation during each competition.

Documents to submit:

No documents to submit.

Duties and Responsibilities:

- Ensures equipment distribution starts early enough to give teams an appropriate time to prepare the boxers properly.
- Responsible for all Boxers' competition-related equipment for each Bout.
- Inspects the equipment storage room contents and distribution of gloves, handwraps and headgears.
- Manages the volunteers assigned to the equipment manager's table (Boxer's escort, glove runners and equipment storage personnel).
- Trains equipment storage personnel and glove runner on glove cycle and cleaning process. Ensure Boxer's escorts have been briefed with the escorting process.
- Ensure the ice and water supplies for the Boxers are available and sufficient throughout the session.
- Inspects the following items prior to teams entering the FOP:
 - Uniforms (according to relevant guidelines for that competition)
 - Handwraps (liaise with Cut Tech if any issues arise)
 - Gloves
 - Gumshield
 - Headguard (Women)
 - Hair cap/net (Women)
 - Cup/Groin protector (Optional for Women)
 - Breast protector (Women, optional)
 - No electronic devices allowed
 - No personal water bottles
 - Check all equipment (with the assistance of the Cut Tech for advice)
 - Appropriate attire as per World Boxing Competition Rules.
- Allow the Boxers and Seconds into the FOP after the inspection is complete.
- Responsible for ensuring that the Seconds escorting the boxer into the FOP have the correct accreditation, which should indicate "Athlete Official" or another indicator and are authorized to enter the FOP.
- Ensure the upcoming bout is ready to go into the FOP before the prior bout finishes.