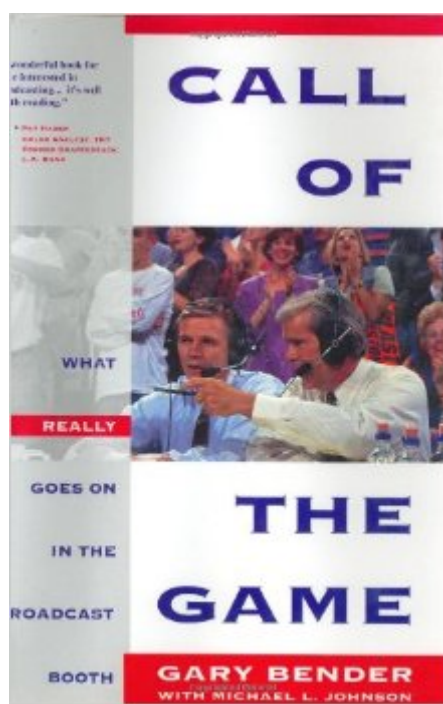


The book was found

Call Of The Game



Synopsis

How many times have you listened to play-by-play on television and thought, I could do that job? With this book, perhaps you can. At the least, you'll learn what it takes to be a play-by-play announcer. Your teacher? A consummate professional. For more than 25 years, Gary Bender has described the action on the playing field of 29 different sports, 27 at network level.

Book Information

Hardcover: 298 pages

Publisher: Taylor Trade Publishing; 1st edition (November 3, 2003)

Language: English

ISBN-10: 1566250137

ISBN-13: 978-1566250139

Product Dimensions: 6.4 x 1 x 9.3 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 starsÂ Â See all reviewsÂ (4 customer reviews)

Best Sellers Rank: #660,542 in Books (See Top 100 in Books) #100 inÂ Books > Sports & Outdoors > Miscellaneous > Journalism #1049 inÂ Books > Reference > Writing, Research & Publishing Guides > Writing > Journalism & Nonfiction #1355 inÂ Books > Sports & Outdoors > Baseball

Customer Reviews

I am not a big reader of books. Often I will buy a book, set it down and not pick it up for weeks, or even months or years. However, this book I sat and read almost cover-to-cover. As a sportscaster myself, I found it entertaining, informative, and provides excellent direction and insight for younger men and women who are hoping to break into this field. If you are planning or hoping to one day go into the broadcasting industry, whether its in sports, news, or whatever, I would say this is required reading!

This is a well organized, enjoyable look into this dynamic profession. Bender's work is professorial; young broadcasters would do well to pay attention to his sagacity. Although Bender provides ample warning of his bias toward exacting preparation, he might lose a little of the essence of sports broadcasting. In treating broadcasting as tantamount to a science, he leaves you without the reason why he does it (and why I do it and why we all do it) -- sports broadcasting is FUN. It is revitalizing. Bender at times treats it as something that requires such precision that it saps his energy. I will say,

however, that stripping some of the luster away from this coveted and misunderstood profession is necessary. As mentioned in the Booklist review, he provides plenty of "look-what-you're-getting-into" advice. He's done a good job at that, along with providing clear and understandable advice for someone willing to follow in his shoes. Besides, nobody needs to be told how much fun it is. What we DO need to be told, Bender provides.

I flipped through it a bit myself before giving it to my son, whom it was a gift for, just to see if was going to be an easy read and knew instantly it was appropriate for high school levels and up. He is almost through with it now and said he has learned so much and gained such insight into a career he has long anticipated becoming involved in and studying in college next year. I cant speak about what actual tips etc it contains, because I havent read it myself, but he makes time each day to read it and then keeps going so obviously it has captivated him and that is a good enough sign for me to say go buy this book!!

This book is required reading for any current or want-to-be sports broadcaster. Bender offers an in-depth look into the demands of sports broadcasting. He clearly outlines the qualities required of sportscasters and stresses certain aspects necessary for survival in this very demanding business. Among other things, the book details Bender's preparation for a broadcast, handling in-broadcast problems, dealing with color commentators, developing an on-air personality, and much more.

[Download to continue reading...](#)

Wake Up Your Call Center: How to Be a Better Call Center Agent (Customer Access Management)
Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying)
(Call of Cthulhu Roleplaying) Game Of Thrones: 10 Most Memorable moments from Game of
thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT
Season 5 Will understand (Game of Thrones Secrets) 101 Wild Game Recipes - Large Game:
Large Game (The Hunter's Cookbook Book 3) Call of the Game The Complete Masks of
Nyarlathotep (Call of Cthulhu Role Playing Game Series) BTMOM Game Aid (for Beyond the
Mountains of Madness, Call of Cthulhu) The Compact Trail of Tsathoggua (Call of Cthulhu Role
Playing Game Series) Creature Companion (Call of Cthulhu Roleplaying Game) Pokemon Go:
Pok mon Go Master Guide and Game Walkthrough (Pokemon Go Game, iOS, Android, Tips,
Tricks, Secrets, Hints) Game Design: Principles, Practice, and Techniques - The Ultimate Guide for
the Aspiring Game Designer Tabletop Game Design for Video Game Designers The Web Game

Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design) Game Development Essentials: Game Level Design Game Mechanics: Advanced Game Design (Voices That Matter) Multiplayer Game Programming: Architecting Networked Games (Game Design) Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design (MIT Press) Game Programming Algorithms and Techniques: A Platform-Agnostic Approach (Game Design) The Ultimate Guide To Pokemon GO: Ultimate Game Guide, Game Walkthrough, Tips, Tricks & Strategies New Super Mario Bros (Wii): Prima Official Game Guide (Prima Official Game Guides)

[Dmca](#)