



COLORADO #32

POLICIES AND PROCEDURES

*The policies and procedures contained in this document are supplemental. All rules, policies and procedures as stated in the LBC Bylaws and the USA Boxing Rulebook must be followed. The information provided herein is specific to this LBC and cannot contradict or violate aforementioned bylaws and rulebook. This list is provided for the members' convenience and may be updated from time to time.

REGISTRATION/PASSBOOKS

- After a new member submits the proper documentation via mail or email, the passbook will be mailed, or you may pick it up at a boxing event, if you make prior arrangements to do so.
- Only one headshot photo is required (not two)

LOST/DUPLICATE PASSBOOKS:

If you lose your passbook, there will be a \$40 replacement fee.

NEW BOXERS:

If you are registering for the first time as a boxer, you must be registered for at least 7 days before you can box in a show.

CLUB RENEWAL FEE:

If you are renewing club and you do not renew your club's registration by January 31 of each year, starting on February 1 you will be charged an additional \$25 late fee and this fee will continue to be added each month until you renew your club membership.

SANCTIONS:

- Sanction requests must be submitted online and at least 14 days prior to the event date.
- When applying for your sanction online, please select the Chief of Officials as the Official in Charge (OIC). Golden Gloves may select their own OIC.
- Up to two shows may be approved for the same day, as long as there is a significant distance between them, such as the Eastern Slope and the Western Slope.
- If you need help locating a ringside doctor, the LBC can provide a list of registered physicians.
- Compensation for the ringside doctor is negotiable between the doctor and the sanction holder. A customary amount for compensation is \$300, although some doctors will volunteer their time.
- It is customary and appreciated that the sanction holder provide water and snacks/meal to the officials working their show.