

Guidelines for Markers

(This document is courtesy of Bob Jones)

Concentrate on the game you are marking. Enjoy marking.

- 1. Dress Code**
Be neatly dressed in bowling attire.
- 2. Before the game commences**
 - a) Ensure that you have the following:
 - Measure (*Bullet* or *Stand-up*)
 - Pen or pencil
 - A piece of white chalk
 - b) Arrive at least 15 minutes before the game commences.
 - c) Report to the Tournament Official
 - d) Obtain the scorecard. Write the names on the scoreboard in the same order as on the scorecard.
 - e) Introduce yourself to the players.
 - f) Acquaint yourself with the players bowls (distinctive markings/coloured stickers)
 - g) Inform the players that you will mark touchers as soon as the bowl comes to rest, before the next bowl is delivered.
 - h) Ask the players if they wish you to measure for them, as they have the option to measure for themselves.
 - i) Wait for the players to toss. The winner may elect to play first or ask his opponent to play first. (The names stay on the scoreboard as already written in.)
- 3. Trial Ends**
 - a) The Jack:
 - Centre the jack whatever length the player wishes. If full length, place jack 2m from the front ditch.
 - Allow the jack to come to rest, do not prevent it from running into the ditch
 - Centre the jack by hand and not your foot.
 - b) Delivered Bowls:
 - Do not stop a bowl or lift the jack to prevent it being moved by the bowl. If the jack has been moved, replace it where it was.
 - Clearly indicate to players how short or through their bowl has come to rest. (Show by hand or step out.)
 - Remove the bowl by hand and not your foot.
- 4. During play**
 - a) Mat and Jack:
 - If the mat has been left on the green - place it on the bank, on the side of the rink number plate.
 - Mat must be centred. Jack must be centred.
 - Should you feel that the jack is shorter than 23m from the mat - Call the Umpire. Do not waste time.
 - Full length. Place the front of the jack nearest to the mat, 2m from the front ditch.
 - b) After having centred the Jack:
 - Stand to the side about 2m behind the Jack.
 - Mark touchers without delaying play. You informed the players that you will mark touchers as soon as they come to rest, so they will expect you to do so.
 - c) Questions:
 - Answer specific questions with specific answers. (A player lying 2 shots: Question - "Am I lying?" Answer - Yes). Indicate shots only when asked.
 - If you are not sure who is holding shot, just show with your hands that it is a 'measure'. (No comments such as 'a measure in your favour'.)
 - When a bowl is 'Jack high' show how short or through the bowl is (to save time).
 - d) A bowl driven over the rink boundary (or wrong bias) should be stopped as soon as possible to prevent it disturbing play on adjacent rinks.
 - e) After having indicated the lie at the head, the position of the head changes due to a bowl falling over, inform the players.
 - f) If a bowl comes to rest in the ditch, ask the player whether you can remove the 'dead bowl'.
 - g) Place dead bowls on the mat on the bank.
 - h) If you think that you will disturb a bowl by either marking 'touchers' or removing chalk marks from 'non-touchers' inform the players that you are indicated them as such.
 - i) A player plays a bowl of the opponent:
 - Do not stop the bowl. Let it come to rest. Exchange it with a bowl of the player.
 - If it comes to rest in such a position that you might 'disturb' the head when you exchange bowls - call the Umpire.
 - j) Note the position of 'touchers' in the ditch (North, South, East, West).
 - k) Play interrupted by rain. Ask players to initial the card and sign the card yourself.
- 5. Measuring and breaking up the head**
 - a) Stay at the head until both players are at the head and they have decided on the shots.
 - b) Measure only if you are asked to do so. (Do not start measuring before both players are at the head.)
 - c) When asked to measure:
 - Wedge bowls that might fall over and wedge the jack
 - Indicate the shots(s). Do not break up the head or move the jack or any of the bowls.
- 6. On completion of play**
Have the card signed by both players, sign it yourself and hand it to the Umpire.