DUTIES OF A MARKER

A good marker has the ability to do three things:

1.   Correctly determine which player has shot;

2.   Accurately determine distances;

3.   Make efficient use of time of play.

TIP:

Don't hesitate to question and verify a dubious jack length even if the players do not, as it is the Marker's duty to ensure that the jack is delivered correctly.

DO'S AND DON'T'S OF MARKING

DO be correctly attired and equipped (spray chalk, pen, card, coin, measure & wedges)

DO introduce yourself to both players.

DO be conversant with the ownership of bowls.

DO stand on the side of the rink where your shadow is not cast across the head.

DO try to stand about 2 metres behind the jack and about 1 metre to one side.

DO watch for questions or signals from the player in possession.

DO answer all questions briefly but specifically.

DO stop bowls from adjoining rinks from displacing bowls or jack on your rink.

DO remove all dead bowls immediately from the ditch.

DO keep clear of the head when players arrive, **they determine the result not you.**

DO advise the players of the score every end.

DO place the score on the board every second end.

DO have the scorecard signed and timed at the completion of the game.

DON'T move about when the player is on the mat.

DON'T answer a question you don't hear properly. or understand; ask the player to repeat or re-phrase the question.

DON'T invite the player to inspect the head.

DON'T stop the jack before it completes rolling.

DON'T lift a bowl on your rink to allow passage of a bowl from a neighbouring rink.

DON'T indicate a bowl with your foot.

DON'T stop or catch bowls about to enter the ditch.

DON'T remove bowls near the boundary without agreement from the players.

DON'T remove any live bowls or disturb the head in In any way.

DON'T tell the players who has the shot or how many when they arrive at the head at the end of an end.

DON'T stand on the bank even if the jack is in the ditch.