



Ashted Bowls Club

Guidance for Markers

AS A MARKER YOU CAN MAKE OR BREAK A GAME.

BEFORE THE COMPETITION:

- Assist with getting out equipment - mats, jack, sticks, ditch markers and scoreboard;
- Establish the names of the competitors, which of them is the challenger. make sure that you can identify their bowls, and if no umpire is present. check bowls. (matching set. stickers, etc.);
- Have coin, chalk (&/or spray), measure, wedges, pen. and scorecard filled in correctly; (plus have other equipment available). A spare scorecard is useful and pencil if it is raining. Either of the opponents toss the coin. (The marker DOES NOT toss!);
- Know the regulations for the competition being marked e.g. number of shots or ends, handicapping system, what to do when both players are on 100 in 100 Up, etc; (there is always a toss before an extra end);
- Request the players allow time for touchers to be chalked as they come to rest (indicate 'unstable' touchers if not using a puffer);
- Ask players permission to remove dead bowls;
- Inform the players that you will check that the mat is centred every end BEFORE the delivery of the Jack;
- Ask the players how many bowls they are having in the trial ends.

DURING THE COMPETITION:

- Ensure that the jack is not less than 23m and place a full length jack 2m from the ditch; beside the end of the stick)
- Concentrate totally and exclusively on the game; be alert, decisive and unobtrusive;
- Stand still about 2 metres behind and just to the side of the jack (unless required to mark a toucher or ask a question). Be aware of your shadow and don't always stand in front of the same spectators!).
- Indicate the position of the jack and touchers in the ditch with the markers (white for jack, coloured for touchers);
- Answer only the questions that are asked by the player in possession of the rink, without giving additional information (possession of the rink changes when the bowl comes to rest); It is now generally accepted that you can be more helpful with your replies than answering a 'yes' or 'no'.
- When asked which is shot, check carefully before indicating the shot (by putting an open hand clearly above the bowl) and, if in doubt, say that 'it is a measure' - it is up to the players to come and look at the head if they want to check (as long as competition rules allow visits to the head);



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- Wait until the players have agreed the shot(s) before changing the scoreboard, marking the score card or leaving the head (THE MARKER DOES NOT DECLARE THE SHOTS);
- Measure carefully when asked to do so by the players and know how to use all the measuring equipment. Ask permission of the players to remove any bowls not involved in the measuring. Do NOT move any bowls that have been involved in the measure in case an umpire is called.
- If it is a very tight measure and the players cannot agree on the shot, the Marker calls for an Umpire; (not the players).
- Stand with the players away from the head while the Umpire is measuring, unless the Umpire asks the Marker for assistance;
- Alter the score board every end and regularly inform the players of the score;

AFTER THE COMPETITION:

- Shake hands with the players; congratulating the winner and commiserating with the loser;
- Ensure that the players sign the score card, record the time the match has finished, and that the card is processed in the required manner;
- Help put away any equipment.

SUGGESTED USE OF TIME

- Have chalk/puffer ready in your hand.
- Anticipate questions and if you are asked to look at the head to answer a question, quickly observe other relevant situations.
- Once the players have agreed the score, change the scoreboard.
- Get up to the other end and check the mat (have scorecard ready).
- Mark the scorecard while the Jack is being delivered.
- Centre Jack,
- Establish (if possible) the same routine for each end - it is very easy to make simple mistakes.

Ensure you know the Laws of the Game. Enjoy marking.

Acknowledgement to Denise Smith, BDA Senior Tutor