THE MARKER'S DUTIES

The marker should:

1. Centre the jack.
2. Make sure that the jack is at least 23 metres from the mat line after it has been centred.
3. Place a jack that comes to rest less than 2 metres from the front ditch. The 2 metre stick should be used and the jack placed alongside it and then centred by the player.
4. Stand to one side of the rink, behind the jack and away from the head.
5. Answer any specific question about the state of the head which is asked by the player in possession of the rink.
6. When asked, tell or show the player in possession of the rink the position of the jack.
7. When asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot.
8. Mark all touchers with chalk and remove chalk marks from non-touchers as soon as they come to rest.
9. Stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest.
10. If both players agree, remove all dead bowls from the rink of play.
11. Mark the position of a jack and any touchers which are in the ditch.
12. Not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored.
13. Measure any disputed shot or shots when asked to do so by either player. If the players are not satisfied with the marker's decision, the marker should ask the players to do the measuring. The players' decision is final.
14. Ensure that the scoreboard is updated correctly at all times.

When each end has been completed, the marker should:

1. Record the score on the score card.
2. Tell the players the running totals of the scores.
3. Remove from the rink the mat used during the previous end.

When the game has been completed, the marker should make sure that the score card:

1. Contains the names and signatures of the players. Players sign the opponents score.
2. Contains the time at which the game was completed.

All markers should carry chalk, wedges, measure and pen.

An Umpires kit is available in the brown case in the clubhouse.