

Markers

MARKERS

Markers are an important part of competitive matches. A good marker can add or detract from a player's enjoyment of the game, so it's important to get it right.

Equipment: chalk spray; 2 wedges; 2 pens; a coin; cardholder; 2 metre stick and a measure. Follow the same dress code as the players and be prepared for wet weather.

Setting up: 2 mats, jack, ditch markers (check ditches are clear), pushers and scoreboard. Check rink markers are the same colour and the scoreboard is set at zero.

Introduce yourself to the players, find out who the challenger is and mark the scorecard (ensure you know which bowls belong to whom). Tell the players you would like time to mark all touchers as soon as the bowl comes to rest and ask permission to remove all dead bowls from the green or ditch. Toss a coin – challenger calls (winner decides who starts).

the do's

- Ensure that rink markers are on the same colour at both ends of the rink and the ditches are clear of bowls
- Ensure the mat is centred and that the jack has been cast 23 metres (measure if necessary)
- Align the jack after it comes to rest – if the jack is too long, use 2 metre measure and place jack beside the end of the measure
- Stand in the right position (about 2 metres behind and 1 metre to the side of the jack) when competitors are bowling
- Pay attention and if a bowl touches the jack, chalk the bowl on both sides immediately the bowl comes to rest (remove non-legal chalk marks)
- Mark positions of the jack (white marker) and woods in the ditch that have touched the jack (coloured markers)
- Answer all questions briefly, giving enough information to ensure the progress of the game
- Keep clear of the head when the players arrive, they determine the result of the end and once agreed, record the shots before leaving the head
- Inform the players of the score after every end and update the scoreboard
- Measure when requested to do so (call the umpire, if available)
- Use wedges to prop bowls when asked (at least 30 seconds after the bowl comes to rest)
- Pick up the mat from the previous end and place it on the bank

the don'ts

- Don't move about when either player is about to play their bowl
- Don't volunteer information on heads unless asked by either player
- Don't applaud either player or shot
- Don't say who has shot, let the players determine this
- Don't obstruct the centre marker or rink markers
- Don't engage in conversation with either player
- Don't stop or catch any bowls which are about to enter the ditch
- Don't move any bowls from the head, it is up to the players to remove the bowls

the scorecard

At the end of the match, make sure both players agree the result and get both to sign the scorecard. Put the time on the card and hand the scorecard in (e.g. to an umpire, tournament office, etc.). If extra end is required, players toss to decide who has the mat.