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 during play.

Anticipating questions from players and being ready with answers is crucial. The way a marker uses time during a game of singles can make a big difference to the way the game is played. A marker who is seen to be moving around the head and delaying play will affect players' concentration and the speed of the game.

Markers should practise a routine that can be used in every game to ensure that the game can be conducted without rushing around and so that the Marking appears confident and effortless. Estimating distances is an important part of Marking. A good marker is proficient in accurate distance estimation and proficiency comes with practice.

Before the game

The marker should collect the scorecard from the Championship Director (or organising player), and make sure that the names of both players and the rink of play are on the scorecard. Completing the scorecard is discussed at the conclusion of this document.

AT THE RINK/TRIAL ENDS

Efficient markers will arrive at the rink of play 15 minutes before the game is due to commence to allow time for preliminary matters to be dealt with.

Introductions

Before the game commences markers should introduce themselves to the players. Good markers will indicate to the players that:

- they will mark touchers after the toucher has come to rest and before the next bowl is delivered; and
- they would like permission to remove obvious dead bowls from the ditch or green.
- ask the players to allow time for marking touchers as necessary;

DUTIES OF A MARKER

- check with the players how they would like distances indicated (ie with hand signals) and if they would like distances called in imperial (feet and inches) or metric (metres); and
- check whether the players would like the marker to measure for them.

It is helpful to make a note of the colour of stickers, clothing or bowls the players are using so that it is easy to identify them when marking the card.

The coin toss

Toss a coin and ask the winner to choose who will play first. The choice will apply to both the trial ends and the game. If the winner of the toss gives away the mat and option to play first the opposing player cannot refuse.

Procedures in trial ends

When the jack is delivered, the marker should centre it where it stops unless otherwise requested by the player. Good markers will always centre the jack with their hands, never with their feet.

After centring the jack, markers should move to their position on the rink.

As each bowl comes to rest, good markers will use either hand signals or a clear voice to indicate to the players the distance of the bowl. Each player's bowls should be picked up and placed in neat groups on opposite sides of the centre line at the back of the rink near the ditch.

At the completion of the trial ends, it is courtesy to shake each player's hand and wish them well, before taking position at the end of the rink ready for the start of the game.

THE START OF THE GAME

Write the start time on the scorecard.

In time limited games, a good marker will be ready to start the game when the agreed signal indicates that it is time to start play. The players should not begin the game before the signal.

DURING THE GAME

Good markers will develop consistent routines that allow the game to proceed efficiently.

DUTIES OF A MARKER

The start of each end

A good marker will maintain the same routine at the start of each end. This includes carrying out the following four tasks:

1. Taking up a position between the two metre mark and the front ditch;
2. Making sure the mat has been positioned correctly on the centre line;
3. Making sure the player has delivered the jack to a legal length and placing it on the centre line; and
4. Centring a jack that comes to rest between the 2m mark and the fron ditch at the two metre mark as described under law 9.2 and in Appendix B3 of the Law Book.

Positioning

There are two positions a good marker will stand during play. The ideal position to stand is approximately two metres to the rear of the head and one metre to the side of the jack so that;

- a player's view of the rink boundary pegs and centre line is not obstructed; and
- the head can be viewed clearly and the marker is in a position to react to anything that happens in the head.
- Once a drive shot has been delivered, move slightly forward of the head. This enables the marker to avoid bowls or jack which may be disturbed and make it easier to observe if a bowl becomes a toucher.

Markers should be aware that the jack is placed with the nearest point of the jack to the mat line being two metres from the front ditch.

On greens where the greenkeepers have used round dots as indicators instead of chalked Ts, the jack is not placed on top of the round dot.

The same applies to sets play spots. This is a common mistake by players and inexperienced markers alike.

As a general rule, a good marker will keep the same position in relation to the jack on each end.

If the jack position is moved during play so that it is at the very back of the rink or in the ditch the marker's position may need to be altered accordingly. The marker should not stand on the bank unless requested to do so by the players.

DUTIES OF A MARKER

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.

This must, however, be exercised with caution and only if there is no doubt in the marker's mind.

A good marker will stand in a position that does not cast a shadow across the head or across the head on the neighbouring rink. This may change given the position of the sun and the time of the game (morning or afternoon).

Unless required to mark a toucher or answer a question, the marker should keep still and quiet, particularly when players are on the mat ready to deliver a bowl.

When a bowl is on its way up the rink (in course), it may be necessary to take a discreet step forward and to the side of the head to check distances and shot position. Good markers will return to their position and be ready to answer any questions before the bowl reaches the head.

DUTIES OF A MARKER

TIP Be alert, concentrate on the game and what is happening in the head at all time.

Engaging in conversation with scoreboard attendants, officials or spectators distracts markers and the players from concentrating on the game.

Likewise, prolonged conversation with players, even if known personally, can be distracting and may even lead to perceptions of bias. If a player initiates conversation, respond courteously and to the point, whilst ensuring that the opponent's concentration is not disturbed.

TIP Watch for a toucher and be alert to moving bowls and changes to the head particularly where the jack and bowls finish.

Touchers

During the game, the marker should mark all touchers with chalk, preferably on both sides so that bowls do not have to be picked up to check if they are touchers in the event of changes to the head.

TIP In Australia, the use of spray chalk is preferred as it minimises the risk of moving the bowl.

Good markers will:

1. Mark touchers on the running surface of the bowl not on the dimples. A toucher should be marked as soon as it has come to rest, and at least before the succeeding bowls comes to rest.
2. Ensure that the players are aware that a bowl is being nominated as a toucher.
3. Remove any remaining chalk marks from non-touchers as soon as they come to rest.

Dead bowls

If both players have agreed prior to the start of play, the marker should remove dead bowls from the rink of play. In case of uncertainty the umpire will make the decision as required.

Mark the position of the jack and any touchers in the ditch, using the appropriate indicators. As well, draw a circle in the sand around the toucher to

indicate its position in case it is moved invalidly and needs to be returned to its former position (Law 37.7).

TIP Remember to return jack and bowl indicators to a position behind the rink number when the end is completed.

The marker should not prevent a jack or bowl from either entering the ditch or crossing the side boundary of the rink. It is still live until it comes to rest (i.e. do not 'catch' a bowl which is about to drop into the ditch). Remove a dead bowl immediately after it comes to rest, and ensure that the player is aware that this is being done.

The marker's duty is to protect the head at all times. This includes being aware of adjacent rinks as a bowl from another rink disturbing the head could affect the game.

A jack or bowl in the ditch that has been moved as a result of impact with a dead bowl should be restored to its former position.

Indicating the position of the head

The marker should only answer questions about the state of the head from the player in possession of the rink. Questions may include (but are not limited to):

- position of the jack;
- who has shot;
- position of shot bowl(s); and
- distances between bowl/jack, jack/ditch, bowl/bowl etc

TIP A marker will not show a player the position of jack high. This is deemed as providing assistance to the player.

Markers should ensure that they comprehend the player's question and provide the appropriate answer. A good marker will answer clearly, precisely and positively, while being wary of providing too much information.

Anticipating questions

A crucial component of the marker's duties is answering questions posed by the player in possession of the rink. Anticipating questions is the key to good marking. When marking, ask yourself, "If I was on the mat what would I want

to know?" Generally, players want to know answers to such questions as : Am I holding? How far pas is the shot bowl? How many second shots do I have? Which is the shot?

As a marker, look at the head, think about the possible questions and prepare your answers: try to anticipate player questions so that an accurate answer is ready quickly, especially in a timed game or if there is a shot clock in operation.

Having good anticipation skills will enhance the game and put the marker in great demand.

When asked to indicate the shot, remember to point only with your hand, not with your foot.

Be decisive when asked questions. Being alert and anticipating possible questions will help. Give common sense answers. If the question is, 'am I holding two shots?, but the player is only holding one the answer should be 'No. Only one shot.'

Be attentive and listen carefully to questions so that questions do not need to be repeated. If markers do not hear a question properly or do not understand, players can be asked politely to repeat the question.

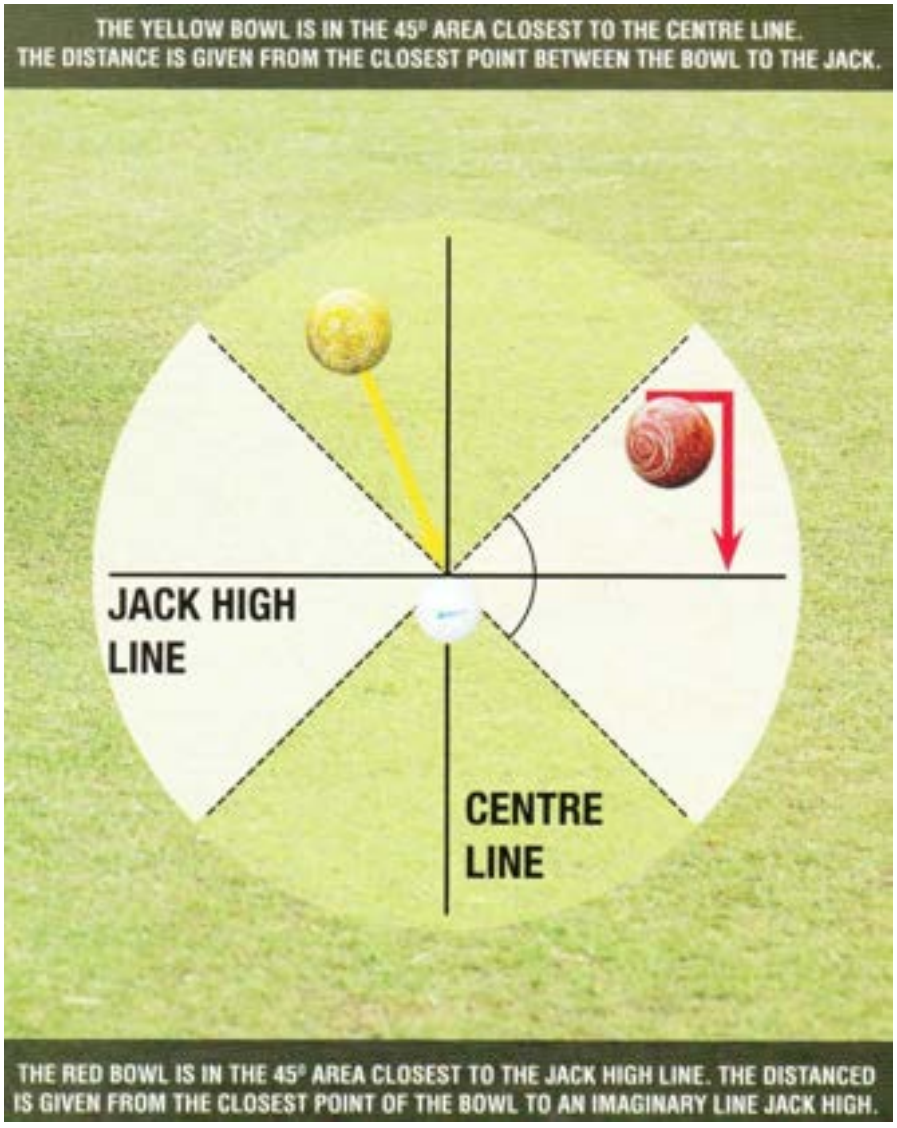
Be familiar with the definition 'jack high' or 'jack level' (Law C26)

If players ask if a bowl is 'jack high', do not just say no, tell then how far short of past jack high it actually is.

Single players want accurate information from a marker so that they can make judgements about where to roll their next bowl. Having a good estimate of the distances between the jack and bowl(s), between bowls, the jack or bowls to the ditch is crucial. So for example, if a bowl is 18 inches short, Markers should not call it two feet short, as players will soon lose confidence in a Marker who is not accurate.

DUTIES OF A MARKER

Players usually want to know the position of their bowls in relation to the jack ie how far short or how far past the jack. There are easy ways to help estimate these distances.

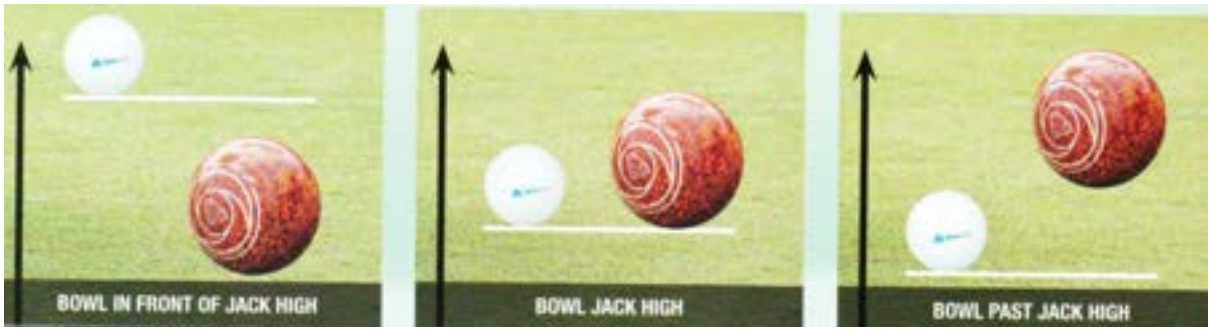


Divide the circle around the jack into imaginary quadrants around the centre line and jack high as shown in the above diagram.

When asked, decide where the bowl lies in relation to the jack from the centre line to jack high. If a bowl is within the 45° area closest to the centre line, eg the yellow bowl above, the area known as 'the gap', then the distance is given from the closest point between the bowl to the jack. If a bowl is positioned with the 45° area closest to jack high, eg the red bowl above, the distance is given from the closest point of the bowl to the mat line, to an imaginary line jack high: the position would be described, for example, as '18 inches short pf jack high'.

DUTIES OF A MARKER

Marker can train their eyes to more accurately assess distances. Use items such as floor tiles, a ruler, the size of your foot or your height to help with the calculations.



Picking the shot

A good Marker has an accurate eye for picking the shot; players will have confidence in and rely on the Marker's ability during the game. When asked 'Who has shot?' a good Marker will not be afraid to give an opinion as to the state of the head. Players understand that until a proper measure is completed, the Marker's view is a best estimate.

To pick the shot when two bowls are in close proximity to each other, a Marker needs to review the situation by moving to a position behind the jack to view the two bowls concerned in the opposite direction.

Alternatively, stand halfway between the two bowls and look back to the jack and gauge the shot. If there are more that two bowls involved, the same process of judging the shot applies to each bowl concerned.

Picking which bowl is shot when two bowls are on opposite sides of the jack can be hard. Markers can, however, train their eyes to deal with these situations. Practise by having someone place two bowls either side of a jack (at various distances with one bowl further from the jack than the other). Have the furthest bowl moved in small increments towards the jack. Each time the bowl is moved, call which bowl is shot until it is too hard to decide. Check the accuracy of your estimates by measuring.

Hand signals

There may be situations when it is difficult for the players and the marker to communicate verbally, especially on long ends. Situations that may make verbal communication difficult can include:

- it may be a windy day

DUTIES OF A MARKER

- the neighbouring rinks may be quite verbal
- there may be traffic noise; or
- there may be players with hearing difficulties or language barriers.

In these cases a single series of hand signals can be used by players as a question and by the marker to answer to facilitate communication. These hand signals are easily learned, easily understood and widely accepted.

Before the game commenced, the players may have agreed that the marker will indicate distances. Clear and consistent hand signals can help with this. Hand signals indicating distances, should be made by holding both hands the approximate distance apart with the palms facing inwards.

Bowl is this far short/past jack

Bowl is jack high

Hand signals

Some events may require the use of shot indicators (commonly known as 'lollipops' or 'paddles') to indicate the state of play.

These should ideally be used:

- after two bowls have been delivered by each player
- as the position at the head changes; and
- at the completion of the end after the result of the end has been determined

It is best practice to answer questions verbally or with appropriate signals. Shot indicators should not be used by themselves to answer a request from a player in control of the mat. There may, however, be situations where shot

indicators are helpful in answering questions: the competition environment may be particularly noisy, or there may be a lot of traffic moving past.

When using shot indicators to indicate the number of shots during an end, the shot indicators appropriate to the player holding shot should be hel in one hand, with the arm extended to the side of the body in line with the shoulders and the elbow bent at an angle of 90°. The tops of the shot indicators should be in line with, or slightly above, the level of the marker's forehead.

The shot indicators should be displayed facing the direction of the mat line for two or three seconds, then turned through 90° for a further two seconds, before again being turned in the direction of the mat line for a further two or three seconds.

The number of shots should be indicated as held below:

No shot or tied end

If, for example, a bowl from each player is touching the jack or the end is tied, both sets of indicators can be used together. The four individual shot indicators should be placed behind each other and held in a group so that only one is seen when the set is held up. The two sets should be held in a horizontal position at 180° to each other.

DUTIES OF A MARKER

At the completion of the end

At the completion of an end, the marker should display the shot indicators as indicated above while walking down the rink in a straight line between the centre line and the boundary peg.

The shot indicators should be displayed with the hand facing the direction of the mat line for the first four or five paces then turned through 90° for a further four or five paces, before again being turned to face the direction of the mat line for the remainder of the time.

The shot indicators should be displayed until a point approximately two thirds the length of the rink before being lowered smoothly and stored in the other hand or the pocked with the other set of shot indicators.

Respotting the jack

The Laws of the Sport of Bowls allow for the respotting of the jack in sets play events, and Controlling Bodies may elect to follow the same laws in events other than sets play. Players should be advised of this prior to the event via the Conditions of Play.

A Controlling Body may choose to allow one or the other of two methods for respotting the jack.

3 respots method

If the jack is driven over the bank between the boundary pegs, or rebounds to less than 18 metres from the mat line and remains on the centre line, it is respotted at the centre T mark (see diagram on page 13).

If the jack is driven over a side boundary, or rebound to less than 18 metres from the mat line and to one side of the centre line (left or right of the line), it is respotted 2 metres from the front ditch and 1.5 metres left or right of the centre line as appropriate.

1 respot method

A single re-spot position which is 2 metres from the front ditch and on the centre line (T) can be used as an alternative to the three re-spot positions described above.

If any of the spots are covered by a bowl, the jack must be placed in a position as close as possible to the covered spot, between and in line with that spot at the opposite end of the rink without touching a bowl (Law 56.5.4).

DUTIES OF A MARKER

TIP

Beware the wording of the Conditions of Play in sets play or other nominated respot events as many Controlling Bodies will declare their event as having 'no dead ends' and indicate that the jack is to be respotted. Respotting can only occur when the jack in motion passes outside the rink of play. Dead ends can still occur with sets play or other nominated respot events through various acts such as displacement of the head.

Completion of an end

At the completion of an end a good marker will be standing approximately two metres to the front of the head and one metre to the side of the jack. The marker will wait in this position for the players to declare the head before giving any indication of the shots scored and before marking the scorecard.

Prior to the head being declared, the marker must not under any circumstances, touch the jack or bowls. It is up to the bowlers to decide if any bowls are to be removed.

The marker should measure only if requested to do so by players. Having measured, the marker should only indicate the shot bowl, without moving it or any bowls as the players may wish to call an umpire for confirmation. If the

measure is too close for the tape or if the shot cannot be decided, the marker must call the umpire. Make sure that the umpire is told how many (if any) shots have been conceded and to whom. A good marker will not give the umpire or the players an opinion as to the outcome.

If a bowl or the jack is disturbed by the marker while marking as a toucher or during measuring, the marker should put the bowl back to a position agreed by the opponents. If the opponents cannot agree, then the marker should return the bowl to its former position (Law 37.4.2).

Once the number of shots has been decided, advise the players of the score, then briskly walk up the rink indicating the score with spread fingers or by displaying the appropriate shot indicators in the correct position as already shown.

Pick up the mat and lace it on the bank if that has not already been done.

It is a good idea to look back to check if the jack has been delivered. Position the jack when it has come to rest and then change the scoreboard if necessary, and then return to position. Mark the scorecard accordingly. If there is a scoreboard attendant changing the scoreboard, make sure that the scoreboard agrees with the scorecard and check any errors. Work out a sequence of steps and be efficient, timely and consistent in execution.

THE COMPLETION OF THE GAME

At the completion of the game, markers have significant responsibilities.

Marker responsibilities

The marker, at the completion of the game should congratulate the players and shake hands. The marker also has a number of duties to perform to ensure that the finished game is legal within the Laws of the Sport of Bowls. The marker must:

- check the scores and transfer the result to the front of the scorecard;
- ensure that the players sign the scorecard in their designated areas. As some players leave the vicinity of the rink as soon as a game is completed, the scorecard should be signed immediately the game is finished;

DUTIES OF A MARKER

- complete any other relevant information on the front of the scorecard: the time the game finished, the winner's name etc; and
- follow the Controlling Body's instructions regarding returning the scorecard at the end of the game.

TIP

At the completion of each and every end, make sure you correctly record the number of shots won by the winner of the end and the resultant progressive score. Make sure you also indicate, for the same end, that the opponent did not score and carry forward the opponent's progressive score.

DO'S AND DON'T'S OF MARKING

DO be correctly attired and equipped (spray chalk, pen, card, coin, measure & wedges)	**DON'T** move about when the player is on the mat
DO introduce yourself to both players	**DON'T** answer a question you don't hear properly or understand; ask the player to repeat or rephrase the question
DO be conversant with the ownership of bowls	**DON'T** invite the player to inspect the head
DO stand on the side of the rink where your shadow is not cast across the head	**DON'T** stop the jack before it completes rolling
DO try to stand about 2 metres behind the jack and about 1 metre to one side	**DON'T** lift a bowl on your rink to allow passage of a bowl from a neighbouring rink
DO watch for questions or signals from the player in possession	**DON'T** indicate a bowl with your foot
DO answer all questions briefly but specifically	**DON'T** stop or catch bowls about to enter the ditch
DO move to a position to observe if a bowl becomes a toucher	**DON'T** remove bowls near the boundary without agreement from the players
DO stop bowls from adjoining rinks from displacing bowls or the jack on your rink	**DON'T** remove any live bowls or disturb the head in any way

DUTIES OF A MARKER

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** tell the players who has 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.

Law 42. The Marker's duties

42.1 In the absence of an umpire, the marker must:
- 42.1.1 make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls;
- 42.1.2 make sure, before the game starts, that:
  - 42.1.2.1 all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;
  - 42.1.2.2 the rink of play is the correct width in line with law 49.1 by measuring it; and
  - 42.1.2.3 the pegs or discs on the side banks in the direction of play are the correct distances in line with law 49.12 by measuring them.

42.2 The marker must:
- 42.2.1 centre the jack;
- 42.2.2 make sure that the jack is at least 21 metres from the mat line after it has been centred;
- 42.2.3 place a jack that comes to rest less than 2 metres from the front ditch as described in law 9.2;
- 42.2.4 stand to one side of the rink, behind the jack and away from the head;
- 42.2.5 answer any specific question about the state of the head which is asked by the player in possession of the rink;
- 42.2.6 when asked, tell or show the player in possession of the rink the position of the jack;
- 42.2.7 when asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
- 42.2.8 when authorised by the Controlling Body, signal to players and spectators (using the appropriate number and colour of shot indicators or some other suitable method) which player's bowl or bowls the marker considers to be shot;
- 42.2.9 mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
- 42.2.10 stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest;
- 42.2.11 if both players agree, remove all dead bowls from the rink of play;
- 42.2.12 mark the position of a jack and any touchers which are in the ditch as described in laws 14.4 and 18.2;
- 42.2.13 not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
- 42.2.14 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 must ask the umpire to do the measuring. If the Controlling Body has not appointed an umpire, the marker must choose a competent neutral person to act as the umpire. The umpire's decision is final.

42.3 When each end has been completed, the marker must:
- 42.3.1 record the score on the score card;
- 42.3.2 if scoreboards are not being used, tell the players the running totals of the scores; and
- 42.3.3 remove from the rink the mat used during the previous end, if necessary.

42.4 When the game has been completed, the marker must make sure that the score card:
- 42.4.1 contains the names and signatures of the players;
- 42.4.2 contains the time at which the game was completed; and
- 42.4.3 is dealt with in line with the Conditions of Play.