**Guidance for Markers**

**Before the game**

Make sure that you have the necessary items with you: –

• Chalk  
• Measure  
• Pen/pencil  
• Wedges  
• Coin

• Scorecard  
• Watch with seconds hand or timer (30 second rule)  
• Umpire’s kit is available at the green if no umpire is present.

Be familiar with the requirements of the game i.e. 21 shots, 21 ends, handicap, who is the challenger?

**Starting the game**

Before the toss for the mat, explain to the bowlers: –

• You will check that the mat is centred before the jack is delivered. If the jack is delivered before the mat is centred, ignore it and centre the mat first.

• You will chalk a toucher, or remove old chalk from a non-toucher, as soon as it comes to rest.

• You will update the scoreboard on alternate ends. The bowlers can update the board on the other ends if they are happy to do so. This is to save time and keep the game flowing. Except for two wood singles, you will not be recording the number of ends on the scoreboard. This is a singles game; the ends are not counted.

• For the trial ends they can use any number of bowls up to the number they will be using in the game.

**During the game**

• Walk quickly to the other end down the centre of the rink, this will discourage them from delivering the jack before the mat is centred. Stand at the end of the rink in front of the number and centre the mat.

• Move to one side of the number and wait for the jack to be delivered, then centre it.

• Take up an initial position 1m to the side and 1m behind the jack. Make sure any shadow does not fall on the head area. If a wide head develops, move a little further out so that you are not obscuring bowls likely to be in the count.

• Answer any questions clearly and concisely. Do not walk into the head to check the position of bowls, look from outside the head. If it’s a possible measure, say so but do not indicate that you favour any bowl.

• Do not talk to spectators.

**At the finish of an end**

• When all bowls have been played, move to one side of the head and wait for the bowlers to agree the score. Repeat the score back to them. Do not give any opinion on which might be shot etc.

• Make a quick note of the number of shots scored on the scorecard then move quickly to the other end. The remainder of the scorecard can be completed whilst the mat is being placed or the jack is on its way up. The same applies to the scoreboard updating.

• If asked to measure, be clear what you are measuring. Ask for any bowls not required for the measure to be removed from the head.

• If the distance to be measured is less than 8 inches or greater than 1 yard, call for the Umpire if present. If no umpire is present, use callipers for less than 8 inches and ask for assistance for long measures. The Club’s Umpire’s kits contain everything you will need.

• When the Umpire is on the rink, move away from the head unless required to assist with the measuring. The Umpire will indicate which bowl is shot by turning it out, so pay attention.

**At the end of the game**

• Offer congratulations/commiserations to the bowlers.

• Note the finish time on the card and get both bowlers to check and sign the card.

• Hand the card to the Umpire, if present, for checking otherwise place the card in the collecting box.

**Remember, a good Marker can make a game, a bad Marker can ruin it. Keep the game flowing please and enjoy your roll.**