

MARKING

1. Always be correctly attired and have chalk and measure with you.
2. Introduce yourself to the players and inspect bowls to familiarise yourself with each player's bowls.
3. Obtain the players' permission to remove dead bowls from the ditch or outside boundary pegs.
4. Players themselves (or the Umpire) must decide if a bowl is in or out of bounds.
5. You have the authority to challenge the length of an end. It should be a minimum of 21 metres.
6. You are there to assist the players. Be clear and concise in replies. If in doubt, say so and ask for a question to be re-phrased.
7. If asked to measure for shots, do so accurately and more than once to be sure. Call the Umpire if required.
8. Do not offer comments or declare the head unless called on to measure.
9. When the players have agreed on the number of shots, repeat the decision aloud, confirm with the players, enter the score on the scorecard and call the total. Call the name of the player who won the end first. Do not write down the score until the players agree.
10. Do not talk to others or move when a player is on the mat.
11. Always be neutral and courteous to players.
12. If in doubt as to who has shot, say so. The player may inspect the head after their third bowl but NEVER invite a player to do so.
13. Get both players to sign the scorecard at the end of the game, then countersign it and note the time the game finished. The card may not be altered after this time.
14. Markers may indicate a bowl hidden from a player's view or a jack obscured by another bowl by showing the distance between.
15. Markers may indicate, on request, if bowls are a measure for shot.

DUTIES

1. Centre the jack after it has come to rest.
2. Ensure that the jack is of at least minimum legal distance (21 metres) after being centred.
3. Stand at least 2m behind the jack and halfway between the centre line and the boundary of the rink. Ensure that you do not cast a shadow on the head.
4. Answer "yes" or "no" to a player's query if a bowl is jack high. As it is uncommon for a bowl to be exactly jack high, you may indicate that "no (it is not jack high but) ... just short" or "no ... just past" .
5. If requested, indicate the distance of any bowl from the jack.
6. If requested, indicate the bowl which you think is shot.
7. If requested, indicate the relative position of another bowl.
8. Mark all touchers immediately the bowl comes to rest. If a bowl falls over and touches the jack after the next bowl is delivered, it is not a toucher.
9. Remove old chalk marks once the bowl comes to rest if players have not already done so.
10. Remove dead bowls from the ditch or green with the consent of the players.
11. Mark the position of the jack or touchers in the ditch in the usual fashion.
12. If unable to come to a decision, call an Umpire. If there is no Umpire, the marker shall select one.

13. Replace a bowl or jack if it is moved by the marker whilst measuring. If a player moves either while measuring, their opponent replaces the bowl or jack.
14. On the direction of an Umpire only, remove a dead bowl on a foot fault.
15. If requested by the opponent, stop a bowl played out of turn.
16. If the marker obstructs or deflects a jack in course, return it to the same player to be redelivered.
17. Restore a jack moved by the marker to its original position. You are the sole judge of this.
18. Restore to its original position a jack or toucher in the ditch if it has been moved by a dead bowl; or a jack displaced by a dead bowl rebounding from the bank.
19. If possible, prevent any displacement of the head by outside objects such as a bowl from another rink. Do not lift bowls.
20. If a bowl falls over, advise players immediately if it alters the position after a question has been asked or the head inspected.
21. Replace a bowl if moved when chalking or removing a chalk mark.
22. Walk from end to end midway between the centre of the rink and the boundary.
23. The players will decide the result of an end, NOT the marker, therefore, keep clear of the head.
24. Do not volunteer any extra information other than that which you have been directly asked.
25. Do not hold a jack in the air to indicate that it is on the "T".
26. Do not move in to inspect the head unless requested by the player in possession of the mat.
27. Do not disturb the head in any way.
28. Do not tell the players who has shot and how many unless directly asked to do so by the player in possession of the mat.
29. Do not leave the green without the permission of the players.
30. Do not sit on the seat while marking a game.
31. After you have centred the jack, move quickly to change the scoreboard, keeping watch on a bowl being delivered in case it needs to be marked as a toucher. Again, don't move around when players are delivering bowls.

Marking does require concentration on the game. You can find yourself almost playing each bowl mentally and you will learn a lot from doing this – how to build a head, what kind of strategies people are using, how to plan a game instead of letting it happen to you, which hands to play when bowls are in certain positions, how other members play their games which can benefit you in later match situations and much more.

In addition, it is a service to your fellow club members. Enjoy the experience and learn from it!