

MARKING SINGLES

DUTIES & HINTS:

- 1. Mat Position:** Check that it is laid on the centre line each end and inform the player if it is not. You may assist by removing the mat at the finish of the end if the first to play the last bowl has followed it to the head.
- 2. Jack:** Place the jack on the centre line. This must be done **before** a player, marker or umpire challenges or checks a short jack (23 m).
- 3. Standing Position:** Stand about 2 m behind the jack and wide of the centre line. Do not hide a boundary peg or cast a shadow over the jack. Only move forward if there is a chance of a toucher.
- 4. Answering Questions:** Only the player in possession of the mat may ask a question(s) i.e. immediately after the previous bowl has come to rest. Answer questions as briefly as possible with just a 'yes' or 'no', if appropriate. Do not give information that is not asked for.

E.g. Answer 'yes' or 'no' to "Do I hold shot?" "Do I hold second (or third) shot?" "Am I one (or two) down?".

"What is the position?" allows the exact position to be given i.e. "One, two, three or four up/down".

"Jack high" means that the nearest portion of the bowl to the mat is level with the nearest portion of the jack. Otherwise, the bowl is "past jack high" or "short of jack high".

Indicate distance by a) saying say, "600mm" or "two feet", or b) spreading your hands apart.

- 5. Touchers:** Mark each toucher immediately it comes to rest. To be a toucher, a bowl must touch the jack before the next bowl is delivered. Remove toucher marks that remain from the previous end.
- 6. Dead Bowls:** Remove to the bank a bowl that is, or has become dead. Ask the players to rule on a bowl that may be outside the boundary line **before** the next bowl is delivered.
- 7. Scoring:**

Record the score each end after the players or umpire has determined the result of the end.

Inform the players of the progressive score each end. Post the scores on the score board at least every second end.

Hand the scorecard signed by the players and yourself to the day's manager.

The marker takes no part in measuring unless he has been asked by the players to do so before the game started. In this case, only he can call the umpire if he feels he cannot make a decision.