

#2 The Bowls Marker

The duties of a competition marker may be listed as follows:

- Assisting to straighten the mat.
- Centring the jack.
- Marking a toucher, or removing a prior chalk mark.
- Removing a dead bowl.
- Replacing a disturbance caused by himself.
- Answering questions of fact.
- Recording the score.
- Advising the players of each progress score.
- Seeing that the score board is correct.
- Handling the completed and signed score card to the proper authority



In addition, the Marker must never forget that the main purpose for his presence is to assist the players to enjoy the game, as well as to facilitate the actual play, by only answering the questions asked by the player next entitled to bowl. This should be done quickly and accurately so as to avoid the necessity of the players having to make a personal inspection of the head.

Finally, please take time to think about some of the major "Don'ts" for Markers

Modern thinking and most training courses advise to give as much information as you think the players need in order to speed the game up. So an answer such as you hold one shot, or this bowl is a foot short can be helpful. Don't give a misleading answer to a badly worded question. A marker is entitled to ask the player to restate or clarify his question to enable an intelligent answer to be given. This particularly applies to such a question as: "Am I one down?" when he may be three down and to answer "Yes" or "No" is equally correct and incorrect, such a question is definitely a badly worded one. The proper form is "Am I more than one down?" or "How many down am I?" or "What is the position? Don't supplement your answer with information not asked for. Remember, every answer is common to both players and the questioner may not wish to gratuitously give information to his opponent. For instance, if asked to indicate which bowl is third shot, do so, but do not say whose bowl it is, or if asked whether the player is lying second shot, just say "Yes" or "No", but do not add that he is also third shot or some such similar information. The game provides ample scope for players to indulge in tactics to outwit each other, and the marker must be careful not to nullify their efforts. Arrange with the players before the match commences when they prefer touchers to be marked. The general practice is to mark a toucher immediately it has come to rest.



#2 The Bowls Marker



Don't forget HOW to measure, as distinct from what to measure with. If you suspect A's bowl to be the nearer one, measure that first and then transfer to B's bowl, but on no account give an immediate decision, even if the answer be obvious. It is essential that the distance be transferred back to A's bowl so as to be quite sure that no movement has occurred. In the case of a really close measure, or where the players have previously measured, and a tie is a possibility, it is wise to repeat, at least once, the foregoing procedure before giving a decision.

It is the players though who must agree shots NEVER remove a wood. Only a player or Umpire can remove a wood from the green without consent of BOTH players. The marker measures but the players decide whether to concede. They may wish to seek a 2nd opinion.

Using a bowls measure is a skill and measuring with callipers is a yet more advanced skill. Keep your hand steady and go down touching the wood, not the jack. Do not go up. Definitely worth practising before using this skill in a match situation



Players may come to visit the head but it is not your place to suggest or invite a player to inspect the head. To do so implies inability to give a satisfactory answer.

Above all else don't forget that as the marker you are there to allow the players to enjoy their competition.