

A marker can either make or break a game.

A good marker **ALWAYS**:

Ensures right from the start that he/she knows the names of the competitors, which is the challenger and can identify their bowls.

1. Asks the competitors whether they prefer to have touchers marked immediately or after the next bowl has been delivered.
2. Reminds the players that he/she needs their agreement before removing a dead bowl or one from the head.
3. Has his/her measure, wedges and chalk to hand.
4. Keeps his/her attention entirely on the game he/she is marking.
5. Stands still unless marking a toucher or answering a question.
6. Ensures that the mat is centred (particularly if it has been brought up the green) **BEFORE** the jack is cast.
7. Satisfies him/herself that the jack is of legal length.
8. Waits until the players have agreed the shots before marking the scorecard or leaving the head.
9. Keeps the players informed of the score.
10. Alters the scoreboard every end.
11. Where the game is played to a fixed number of ends, ensures that the scoreboard shows the correct number of ends.
12. Walks quickly along the side of the rink so as not to delay the start of the next end.
13. If it is a tight measure and the players cannot agree on the shot, calls the umpire.
14. If he or she considers it necessary, or at the request of either player, wedges an unstable bowl in place without delay – providing the last bowl of the end has rested and the wood in question has been rested for 30 seconds.
15. Knows what to do if there is an extra end on a two-wood single.
16. Ensures that both sides sign the scorecard, which is then placed in the holder above the bookshelf in the Clubhouse.
17. Tries not to stand in front of the same spectators every time.
18. Remembers to be alert, decisive, yet unobtrusive.
19. Only answers direct questions with concise and specific answers.

NEVER let your attention drift, offer advice to players or declare the shot