**MARKERS TRAINING COURSE**

**Introduction**

Marking is a very important part of Singles Competition. Good Marking will make a game flow, Bad Marking can spoil a game and upset the result.

**What to Wear and Bring**

You must wear Bowls Attire, preferable Club Uniform, including proper Bowling Shoes.

Bring a pen or pencil (maybe a spare as well), Measuring Tape, Chalk or Toucher Marker, Wedges if you have them (or borrow from the Club’s Umpire Kit), Coin for the Toss, Water Bottle and Bowls Cloth.

Turn your mobile off.

**When you arrive**

Introduce yourself to the players if you do not know them.

Check what rink is to be used. Check that rink has been properly marked with Centre line and the side lines. Check that the side lines are correctly marked on the bank. Check there markers for a Jack in the Ditch.

Check if there is a Certified Umpire available. If not you will be the one to make any Umpiring decisions during the game.

Obtain two score cards, in many games the first card will fill.

**Start of game**

At the allocated time you toss the coin. The winner of the Toss decides who bowls first.

Ask the players if they would like you to remove any dead bowls?

Wish the players good bowling and move to the other end of the rink.

Enter the Players names on the Scoreboard, the winner of the Toss should be on the left.

**Jack (Kitty)**

When the Jack is to be rolled, stand behind the ‘T” line and to one side, not on the Centre Line.

If the Jack is rolled out of bounds or into the ditch, send it back to the players for the opponent to roll. If it goes into the ditch or out a second time, place it behind the “T”.

Ascertain if the Jack has been rolled a legal length. 21 metres from the front of the Mat to the front of the Jack (closes point to the Mat). If in doubt, raise it with players, and if still in doubt the players can call an Umpire.

If the Jack finishes between the ‘T” line and the ditch, place the Jack behind the “T” with the closest point of the Jack in line with the Cross of the “T”.

The Brand Label on the Jack should be placed to the top, at right angles to the rink. This will enable easy identification of a slight toucher.

If the Jack is displaced and goes out of the side lines, a dead end is declared in accordance with Crystal 3.1.

If the Jack is displaced and goes into the ditch, but still within the side lines it is still live and should be marked on the Bank.

**Where to stand**

Once the Jack has been placed, you should stand one metre to the left or right of the Jack and two metres behind. If the Jack is moved during play, you should still stand one metre to the side and two metres behind of the new position.

Do not stand in line with the side markers or the centre line.

Do not stand on the bank. You should be on the rink at all times, excepting when updating the Score Board or having a drink. (If a Rest room is required, a stand in Marker should be called.)

When a player is on the mat and about to bowl, do not move, even if you are not in the correct position.

If a player sends down a Drive, as soon as the bowl is released, step forward toward the mat, with your back to the Mat, so that you may observe if there is a toucher or where other bowls may have been displaced.

Be prepared to mark any touchers or remove any old toucher markings.

**Signalling to the Players**

Signalling correct information to the Players is vital. Only signal in answer to a question from the player on the Mat. If the player not in possession of the Mat asks a question, do not reply or signal.

Only signal or answer the question, do not provide other information. Questions that may be asked and replied to, may of this type;

 Am I holding Shot?

 How many Shots do I have?

 How far in front / behind the Jack is Shot Bowl?

 Indicate where the Jack is? If hidden behind other Bowls.

Never answer questions of the type:

 Should I bowl forehand or backhand?

 If I remove the shot bowl, how many shots will I have?

The Marker should be aware of the head at all times, and ready to answer questions promptly.

The Marker should never applaud a good bowl or denigrate a bad bowl. You must be unbiased at all times.

**Deciding an End**

After the last bowl, stand by the head and wait for the players.

The Players decide the score, do not offer your opinion. Have a measure ready for the players. If they are unable to decide, you then measure and make the decision or players may decide to call the Umpire.

**Scoring**

When the players have made the decision, you then enter the score on the score card and update the Players of the current Score.

Next time you are at the Score Board end, update the score.

**End of the Game**

At the end of the game, enter the score on the Score Card and have both players sign the Card. Return the Score Card to the Games Director.

**Summary**

You must be unbiased at all times and treat the game and the players with respect.

Concentrate on the Game and minimise any discussion with spectators.

**Written By**

John Askew

National Umpire

10/02/2022