

MARKERS' DUTIES

1. Arrive wearing appropriate white attire.
2. Have chalk, preferably spray chalk.
3. Center the jack.
4. Markers are required to question a jack that may be too short.
5. Spot the jack 2 meters (6 feet 6 inches) from the front ditch if it is delivered within that distance.
6. Learn the logos on the players bowls as soon as possible.
7. Immediately mark touchers.
8. Put dead bowls on the bank.
9. Mark the sand in the ditch to show resting position(s) of a live jack and any live bowls.
10. Never block a bowler's vision of a rink marker.
11. When jack is being delivered the best place to stand is on the bank above center line.
12. During play the ideal position to stand is 5-7 feet behind and 2-3 feet to the side of the jack.
13. DO NOT MOVE!
14. DO NOT walk towards the head to look it over unless a player requests information.
15. When a player asks if s/he is holding shot, it is often wise to signal "it's a measure" unless it's clearly obvious. Giving wrong information can be disastrous.
16. In general, do not volunteer information, but when a player asks a question don't make them continue asking related questions. "You're up two" is better than "You're up".
17. Whenever possible use hand signals.
18. Do not allow yourself to be distracted from the game you are marking.
19. Give your constant attention to the head, players and adjacent rinks where you're assigned.
20. DO NOT engage the players in conversation.
21. Only chat with the players if they initiate it.
22. Inform neighboring rinks of an imminent running shot.
23. STOP an incoming bowl or any other neutral object from an adjacent rink if it is likely to disturb the head on your rink.
24. However DO NOT stop or catch bowls which are about to enter the ditch.
25. Be prepared to return a displaced live bowl or jack to its previous position if necessary (see #9).
26. Only the players may ask for an umpire to be brought in.
27. After a match, report to the head marker or Tournament Director for your next assignment.