

HINTS FOR MARKERS

- (1) The marker shall be appointed by the controlling body
 - (1 l) If a marker is not available the opponents may appoint a person to act in that capacity
- (111) The marker shall
 1. centre the jack and place a full-length jack 2m from the front ditch in compliance with law 19.
 2. advise players when the marker considers the jack is not a minimum of 23m from the mat line after it has been centred, and if any player disagrees, call the umpire.
 3. stand at one side of the rink, and at least 2 metres to the rear of the jack.
 4. answer any specific questions relating to the existing state of the head while the player is in possession of the rink and when requested, clearly indicate the shot if possible..
 5. mark all touchers immediately they come to rest and remove marks from non-touchers. With the agreement of both opponents the marker shall remove all dead bowls from the green and the ditch. The marker shall mark the positions of the jack and touchers which are in the ditch. (See laws 23 and 29)
 6. Protect the head from any disturbance by outside objects
 7. not move, or cause to be moved, either jack or bowls until each player has agreed to the number of shots.
 8. measure carefully all doubtful shots when requested by either player. If unable to come to a decision satisfactory to the players, the marker shall call a umpire whose decision shall be final.
 9. enter the score at each end and intimate to the players the state of the game. When the game is finished, the marker shall see that the score card, containing the names of the players, is signed by the players, and disposed of in accordance with the rules of the competition.