

MARKER INSTRUCTIONS

Your job is to set the jack, mark touchers, remove dead bowls to the bank, and answer questions briefly. Do not volunteer information to players.

Wear whites and have Toucha or chalk and a measuring tape.

Carefully note the emblem on each player's bowls before play begins.

If the players want you to keep the score, wait for them to make a decision about the score, then record it, announcing to each player the score after each end.

Players usually prefer to do their own measuring, but you may be asked to measure for them.

Stand at least two meters behind the jack and two feet to the side of center during play. Don't obscure rink markers.

When asked for information, answer briefly. (Example: Am I up? Yes or No. How many? One. Am I jack high? Yes or No.)

Unless one bowl is clearly closer to the jack than the opponent's, indicate that it is a measure in order to avoid making an error and providing false information.

Do not let yourself be distracted from the game you are marking. Being a marker requires constant attention to the head and to the players.

Do not make a judgment about whether or not the jack is long enough. Only the player should question this, and they may not want to do so.

Assist the players in aligning the jack when it is delivered, and, if requested, aligning the mat.

Be careful to note touchers and mark them immediately. This requires special discipline when a drive explodes the head.

Resist your natural curiosity about who is holding shot. Never move towards the head to see what changes have taken place unless the player in possession of the mat requests information.

There will be an umpire for each green; only the players may ask for the assistance of an umpire.

At the end of each game, report to the head marker for your next rink assignment.