

Guidelines for Markers

Responsibilities and Duties of the Marker:

- The challenger, or the marker, should set out the rink and ensure everything is brought in after the match has finished
- Make out the scorecard. The challenger is always on the left side of the card and also calls for the coin toss.
- Check the rules for the competition being played before starting
- Have chalk, wedges, measure etc. to hand
- Walk up the side of the rink so delivery of the jack is not delayed
- Check the mat position BEFORE doing the scoreboard so players are not delayed.
- Update the scoreboard once the mat is centred. Then go and centre the jack.
- Always update the scoreboard EVERY end.
- Stand away from the head and only move in if asked a question or if checking if a bowl might touch the jack. Moving in at other times is off putting to players and might give them information without a question being asked.
- Always keep still when a player is on the mat.
- If a bowl finishes behind you then move so the players can always see ALL live bowls. Never stand in a head like a skip would.
- Never move ANYTHING unless a player concedes a shot.
- When the last bowl of an end has come to a stop count to 30 and then wedge any bowls that might fall over. (Bowls that are measurable and could fall and change the result)
- If a measure is tight then start again but this time from the opposite bowl first. This resolves many close measures.
- When asked which is shot wood, unless it is obvious, ALWAYS look from both sides as it often looks different and the players need accurate information. Glancing from just one side and declaring "it is a measure" is not good enough.
- If a non-toucher is going into the ditch make sure it does NOT disturb a toucher, or the jack, if they are in the ditch. If this does happen they must be put back to their original positions.