

ANSWERS MARKERS QUESTIONNAIRE

1. Help set out the rink, outdoors.

Check serial numbers not just logos. (For Surreys and Nationals, bowls must have a valid World Bowls stamp). Check that there is only one layer of stickers on each side firmly attached to bowl. Check that rink indicators are straight.

Prepare 2 cards (often insufficient ends on one card). Names on correct side, state any handicaps and a guide for you to identify each players bowls. Name of competition.

You should carry, card holder with 2 cards, tossing coin, pen, pencil for wet weather, spray chalk, measure and wedges. Watch with second hand. Have Umpires Kit near to hand.

Ask how many bowls each player will use for trial ends, they may use different sets of bowls for trial ends, so all must be checked. They do not have to agree on the number, one can use 4 bowls and the other none! Ask permission to remove dead bowls from ditch or out of rink. (Markers do not touch bowls without permission). Also ask the players to give you time to mark touchers. Markers should have spray chalk in their hand with the top removed. The Marker can then take one step forward spray bowl on each side of the running surface, then take one step back thus avoiding holding up the game, marking will be completed before the next player is ready to bowl. Ask bowlers to give you time to check the mat before they cast the jack.

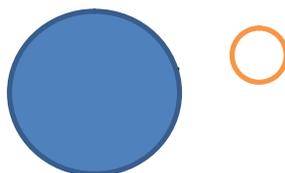
2. Either player may toss but marker should be ready to provide a coin.

3. 1 yard behind and 1 yard to the side (approximately). Use common sense.

4. First ask the bowlers if they wish to measure, if they cannot agree, call the Umpire. If no Umpire they must agree on a competent neutral person, if no such person, you may then declare yourself Umpire, measure again, your decision is final. As you are now Umpire you can move shot out of head.

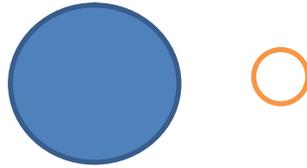
5. Removal of a mat left on the rink is part of the Markers duties.

6. The front of the jack and the front of the bowl must be level. If the centre of the bowl and the centre of the jack are level, the bowl is half a bowl in front.



Jack high or level

Half a bowl in front



7. Player must ask a specific question, e.g. "How many am I holding", or which is second bowl. Answering just "yes" or "no", is out of date.
8. Only when you have declared yourself as Umpire, or when you have permission from both players.
9. NOTHING, the end is played again, it is NOT counted as a competed end.
10. Bring scores down from previous end and put a T in the margin. It IS counted as a completed end. The T in the margin assists the Umpire or Competitions Secretary.
11. NO!!! Do not speak unless asked, never suggest anything, as neutral person never clap a good bowl or congratulate a player on a good play until after the competition.
12. Once the number of bowls has been declared it cannot be changed unless the opponent tells the Marker that he/she is conceding 3 shots. (Sportsmanship)
13. NOTHING, the Marker is there to do what he/she is asked to do.
14. Wedge any bowl not on the flat, you are covering yourself against accidents. (If on edge wedge)!
15. When the last bowl comes to rest, the Marker must wait 30 seconds before wedging a bowl which might fall. (Therefore watch with second hand).
16. Congratulate/commiserate with the players; ask them to sign the card, note the finishing time. 10 minutes is allowed to protest about illegal bowls and 24 hours to protest against unsportsmanlike behaviour.
17. 23 metres. At the far end of the rink from the bowl or jack. It is easier at times to kneel on the bank, directly above the rink marker and look down the line.
18. If the mat is left on the green, it is part of the Markers duty to remove it.
19. Ask any player at the head to step off the rink, warn the players on the rinks on either side and stand level with the jack but well to the side. As the bowl travels up the rink move forward watching bowl to see if it touches the jack.

20. At the side of the front of the stick outdoors; with the front of the jack level with bar of the T indoors.
21. Nobody can challenge the mat's distance from the ditch after the first bowl has been delivered.
22. Possession of the mat or rink passes to the other player directly the first bowlers bowl has come to rest.
23. A player may play on any rink except the one on which the competition will be played.
24. The marker must remove the chalk asap.
25. If the jack hits the marker, the marker must return it to be delivered again.
26. If the jack or bowl is in the ditch a "fishing line" or bullet measure must be used.
27. Yes! For some reason this is allowed but I would not advise doing so.
28. if a game is stopped in the middle of an end, it must be replayed when the end is restarted.
29. If a competition is abandoned and it is resumed another day, players may change their bowls to suit the conditions. The marker must check all bowls the second day.
30. Bowl in its original course means, until it stops, regardless of it hitting other bowls before coming to rest.
31. No! The marker could be there to give information and the bowlers could do the measuring.
32. Marker must place jack on T or at side of stick.