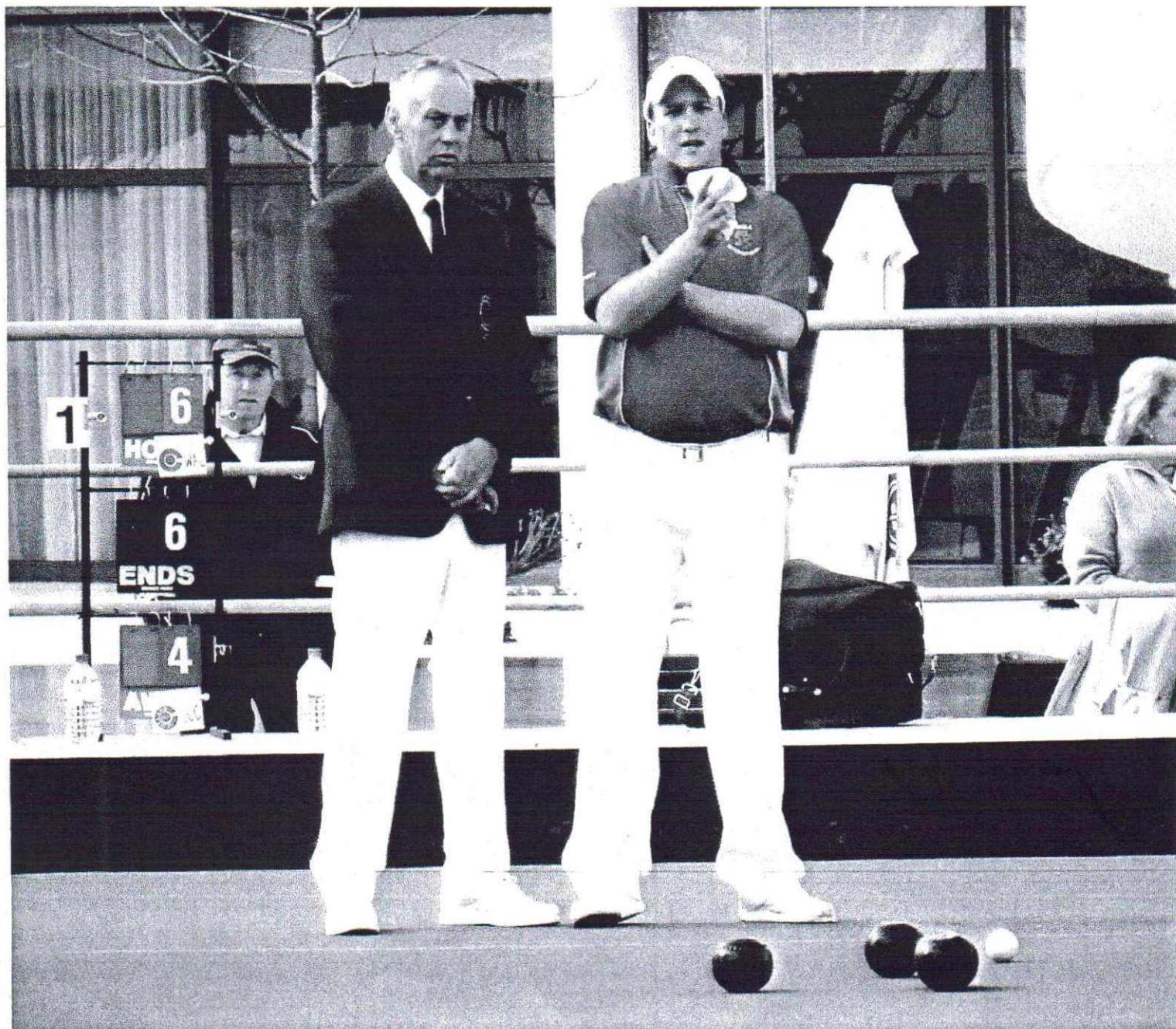


Marking



Marking

In this chapter we aim to provide you with a basic understanding of the duties of a marker, some detail on best practice to improve your skills and instruction on the use of shot indicators.

By the end of this chapter you will

- Understand your role as defined by the Laws of the Sport
- Have a basic understanding of the tasks required, before, during and after a game
- Know the basic principles of good marking skills
- Understand how to best manage your time on the rink for the benefit of the players
- Understand best practice in the use of shot indicators
- Complete chapter 3 of the module workbook

In this Chapter

Law 55 – The marker's duties
Principles of marking
Preparation
Your equipment
Introduction to players
Where to stand during the game
Questions about distance
Questions about the head
Understanding the question
Dealing with a firing shot
Moving bowls
Dealing with players
Completion of the end
Time management for markers
Scorecards
After the game
Practise, practise, practise
Mastering lollipops
Final thoughts

Introduction

The Marker is a crucial match official. Marking is an “Art” and like all other arts will take time to master. A good Marker will make a game whilst a bad Marker can ruin a game so the players have a right to expect the best standards you can reach. You will no doubt have been involved in marking club competitions or may already be an experienced marker at a higher level. Whatever standard you are, these principles will identify the skills you need to become a good marker. You should have a good understanding of Law 55 – The Marker's Duties.

Your Equipment

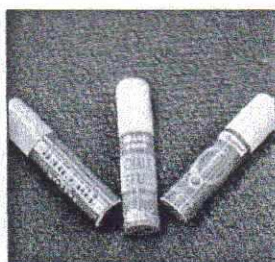
Carry the minimum equipment with you when on the green. Normally you will only need the following items:

- Chalk spray and / or chalk
- A box measure, which should ideally be carried in a pocket or fastened securely to a belt.
- Three or four wedges
- A pen or pencil is essential for completing the scorecard (a pencil is better if it is raining).
- A coin to toss for start of the game or start of sets
- Lollipops or shot indicators if required by the governing body
- A scorecard holder can also be carried and can double up as a kneeling pad, but ensure it does not fall out of your pocket when you bend.

Do not carry items that could easily get displaced or will become a distraction, for example:

- Small change mixed in with a handkerchief. A quick sneeze and there could be coins all over the green.
- Wallets and purses should not be carried – lock them away.
- Mobile phones should never be carried on the green. Switch them off and lock them away.

Finally, ensure all necessary equipment (additional wedges, string measures, long tape, callipers etc.) are available and to hand, in order to maintain the flow of the game. This is not necessary when an official Umpire is present.



Essential equipment for markers



Do not carry
mobile phones
when marking

Marking



Revision Break 1

List below the items that you should and should not carry on the rink when marking

Introductions to Players

Before commencing the game, introduce yourself to the players and out of courtesy tell them what they may expect from you during the game:

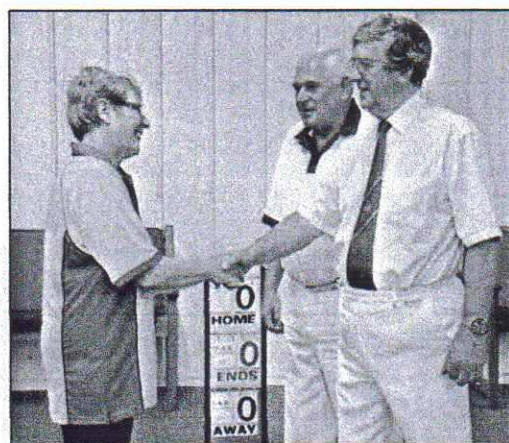
- Indicate to them that you would like to centre the mat before they deliver the jack.
- You will mark touchers before the next bowl is delivered
- You would like permission to remove dead bowls from the ditch or green.

The players will most likely play two trial ends. Ask each of them if they would like to jack to be centred on the full length position or where it comes to rest.

As each bowl comes to rest, indicate to the players the distance of the bowl in front or past the jack using either hand signals or clear voice.

With your hands, place the bowls at the back of the rink near the ditch in a tidy group. Each player's bowls on opposite sides of the centre line.

At the completion of the trial ends, shake the players' hands and wish them well as you cross to take up your position at the end of the rink ready for the start of the game.



Introduce yourself to both players before they start the trial ends

Where to Stand During the Game

After you have checked the mat is centred and the jack has been delivered, centre the Jack with your hand, never your foot.

Don't hesitate to verify a dubious length jack even if the players think it is ok. It is the duty of the Marker to ensure the jack is delivered correctly. Check with the long tape if necessary.

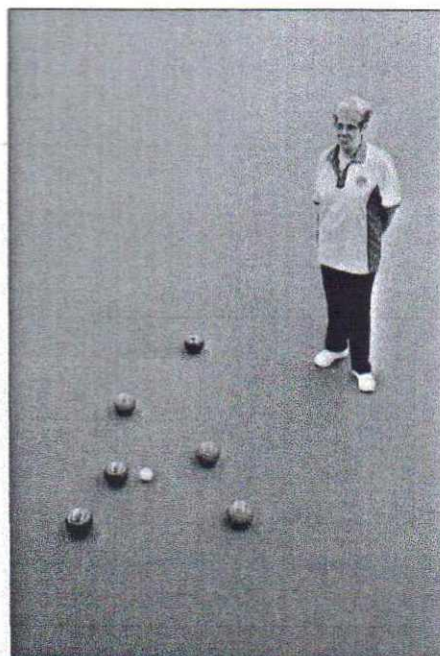
Your position on the rink is important for two reasons:

- You should not obstruct a player's view of any legal markers they may use on the bank
- You should also be in a position where you can view and act upon anything that happens in the head.

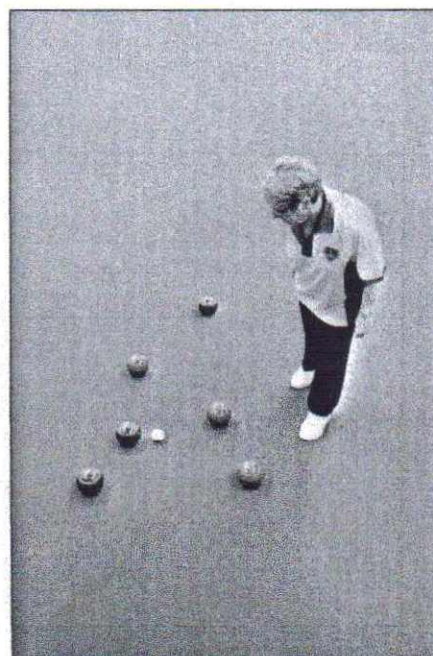
For these reasons, the ideal position is to stand approximately 1 metre to the rear (2 paces) and 1 metre to one side of the jack.

Remember not to move when a player is on the mat ready to deliver their bowl.

Ensure you are alert at all times and try to anticipate questions so that you have the answers ready. When a bowl is on its way up the rink, take a discreet step forward and to the side of the head to check any distances and shot positions, taking care not to distract the players. You will then be ready for the next question without re-visiting the head.



Stand approximately 1 metre to the side and 1 metre back from the head during an end

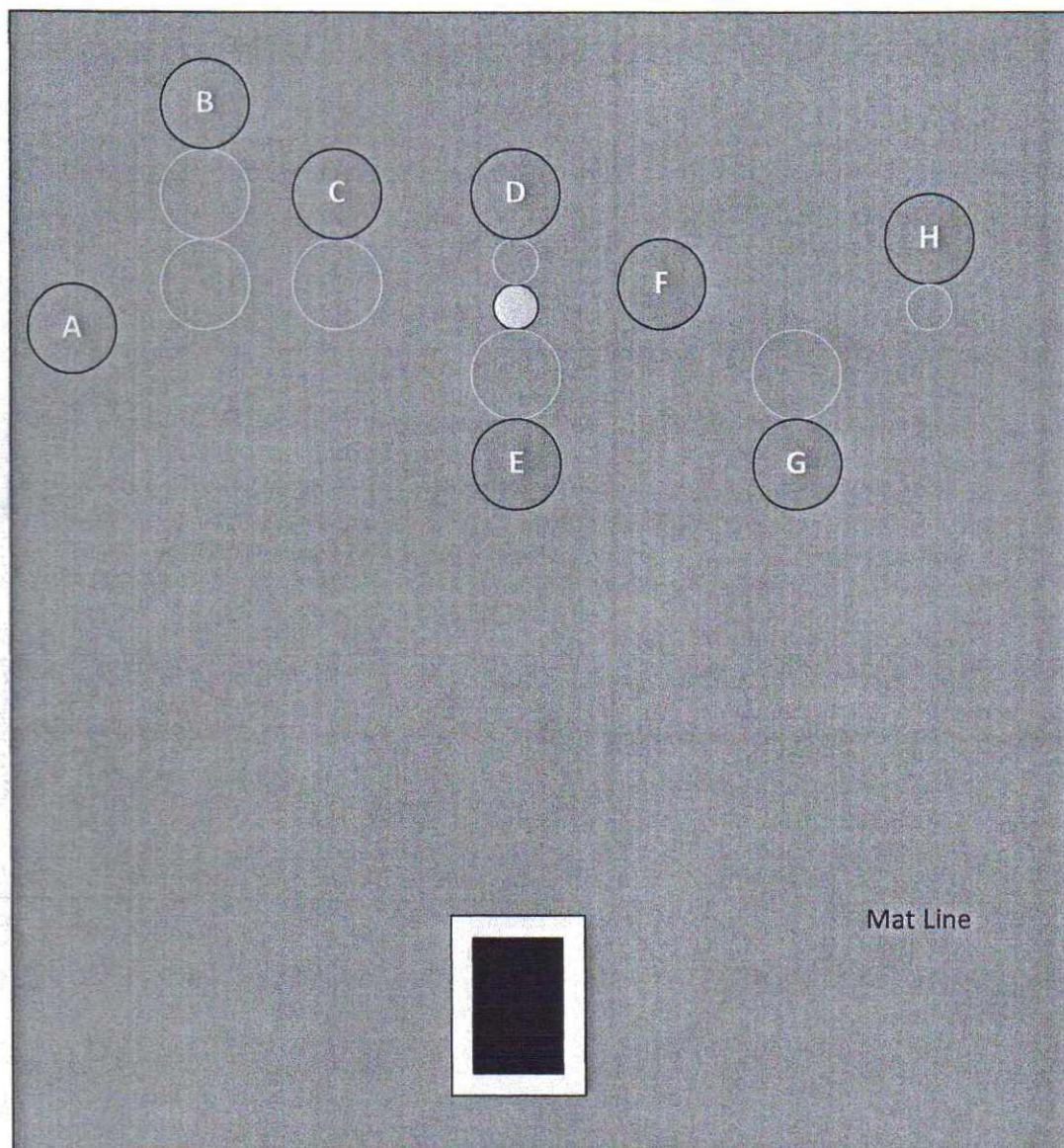


Take a discreet step forward to check any distance and shot



Revision Break 2

As a marker, what distances would you give for each bowl labelled A to H?



Bowl	Distance	Bowl	Distance
A		E	
B		F	
C		G	
D		H	

Marking

Questions about the Head

Only answer questions to the player in possession of the rink, remembering that possession of the rink passes to the opponent immediately after a bowl has come to rest, but allowing time for marking a toucher. The Laws state that you should answer specific questions, e.g. "Am I holding shot?" answer "Yes". Don't answer questions that have not been asked!

However, you should provide enough information to the player to avoid further questioning and to avoid misleading the player. Equally do not elaborate too much and do not give the player instructions. Remember – what a player can see from the mat is different to what you can see at the head. Look at the example below.

HOME STUDY

Would you answer the question as Marker 1 or Marker 2?

Which is the better Marker?

Which would you prefer as a player?

Marker 1

Red Player: Am I holding one?

Marker: No

Red Player: Am I one down?

Marker: No

Red Player: Who holds shot then?

Marker: Blue

Red Player: So how many does he hold then?

Marker: Two

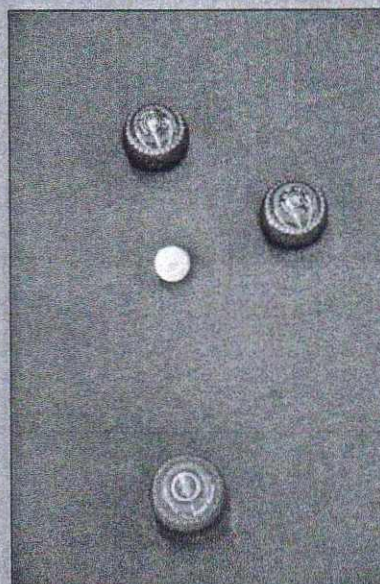
Red Player: Thank you!!!

Marker 2

Red Player: Am I holding one?

Marker: No you are two down

Red Player: Thank you



Now look at what the player can see from the mat
It really does look like the red bowl is shot!



Understanding the Question

It is important to have an understanding of the questions the players are likely to ask and not to hold back information you know that they are looking for – you are their eyes at the head. Put yourself in their position as the player, what questions would you be asking?

Players sometimes ask, "What is the position?" or make a hand signal. As a practitioner of the game of bowls it is anticipated that you will know the information for which the player is actually looking. Much of this comes with both experience as a marker and with knowing the style of player and the types of questions asked. It may take a few ends to get to know the players.

It is acceptable for a marker to show a player in possession of the rink the position of the Jack if asked.

If you are unsure which is shot bowl, don't be shy to call it a measure and don't be pressed into choosing one of them. Depending on the rules of the competition, it is up to the players to visit the head to see the situation for themselves, if they wish to do so. However, with experience and confidence you will be able to judge shots more accurately. It is a great sign of trust when players ask for your opinion after checking themselves and even declare shots based on your call.

HOME STUDY

Set some bowls and a jack in your lounge and practise judging which is shot. Measure them to see if you were right.

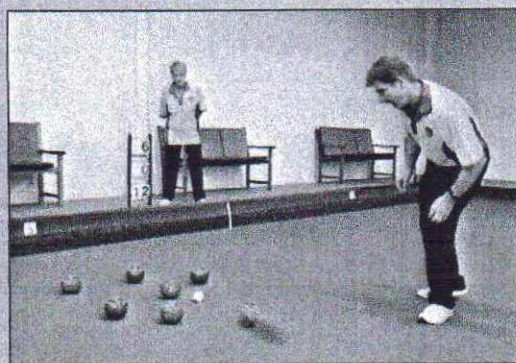
Dealing with a Firing Shot

Some players display a slightly different stance if they are preparing to deliver a firing shot. It is important for a marker to notice such behaviour to prevent being caught out. If you are really lucky some players inform the marker of their intention.

If you know that a player is about to play a firing shot you can improve your position on the rink to prepare yourself for the shot. Take a step forward so that you are almost level with the jack and perhaps a step to the side to move away from the head. This will save you some valuable time when the bowl is delivered. Move to the front of the head

TIPS

If a player fires at the head, always move to the front to avoid injury and to ensure that you get a clear view of a toucher if it should occur.



Marking

Mastering Lollipops

Introduction

Some events may require the use of “Lollipops” or shot indicators. They are used to indicate the state of play to spectators and players.

Law 55.2.8 states that the marker should *“when authorised by the Controlling Body, signal to players and spectators (using the appropriate number and colour of shot indicators or some other suitable method) which player’s bowl or bowls the marker considers to be the shot”* The decision on whether shot indicators are to be used during an event lies, therefore, with the Controlling Body and not with the marker.



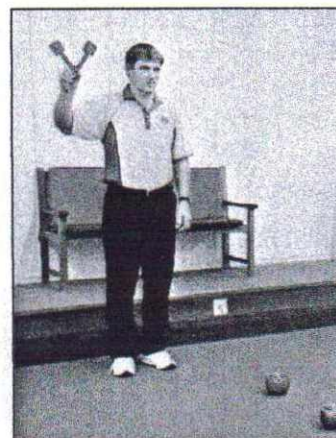
The most widely used type of shot indicators are known as ‘lollipops’ or ‘paddles’. They are usually pieces of white plastic material, about 20 centimetres (8 inches) long, which have been cut in the shape of a child’s lollipop or a boat-paddle (hence the names). The head of each lollipop is usually square or round and covered in a coloured sticker. It is quite common, to see lollipops which have been cut from coloured plastic sheet.

For Singles games, a set of lollipops comprises four individual lollipops of the same colour which have been joined near the end of the handle by a pin. The marker should always have two sets to hand – with the colours of the sets matching the colours of the adhesive stickers on each of the player’s bowls.

Displaying the Lollipops during an End

When giving an opinion on the current state of the head for the benefit of spectators, the marker should, without disturbing the players, have a look at the head, decide who is lying shot and how many, then display the appropriate number and colour of lollipops. If there is any doubt as to which bowl is shot, the marker should always indicate that it is a measure.

When displaying the lollipops, they should be held in one hand, with the arm extended to the side of the body in line with the shoulders and the elbow bent at an angle of



around 45°. The heads of the lollipops should be in line with, or be slightly above, the level of the forehead.

The lollipops should be displayed facing the direction of the mat line for two or three seconds, then turned through 90° for a further two or three seconds, before once again being turned to face the direction of the mat line for a final two or three seconds. There should be no need for the marker to alter the body position whilst displaying the lollipops. To avoid distracting the players, lollipops should not be displayed while a player is on the mat preparing to deliver a bowl.

Indicating the Number of Shots

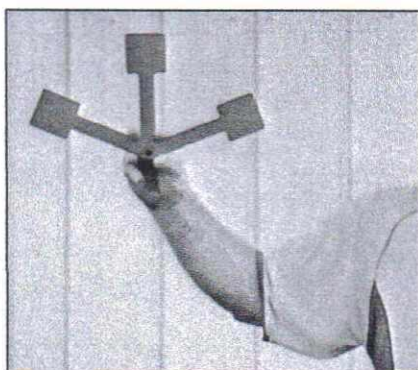
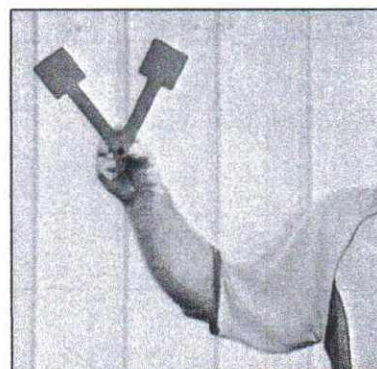


Indicating one shot

To indicate that one shot is being held or has been scored, the four individual lollipops should be placed behind each other in one group, so that only one lollipop can be seen when the set is held up.

Indicating two shots

To indicate that two shots are being held or have been scored, the four individual lollipops should be separated into two groups of two so that only two lollipops can be seen when the set is held up.



Indicating three shots

To indicate that three shots are being held or have been scored, the four individual lollipops should be separated into three groups. When the set is held up, two of the groups should be held in a horizontal position at 180° to each other, with the third being positioned vertically in relation to the other two.

Marking

The lollipops should be displayed with the hand facing the direction of the mat line for the first four or five paces, then turned through 90° for a further four or five paces, before once again being turned to face the direction of the mat line for the final four or five paces.

Ideally the lollipops should only be displayed until reaching a point about two-thirds of the length of the rink i.e. until reaching the 25-metre marker. On reaching this point, the lollipops should be lowered smoothly and placed in the other hand alongside the unused set, or placed in your pocket, in readiness for the start of the next end.

When walking down the rink, the marker should move swiftly but smoothly to enable him to reach the other end to check the placed mat without delaying the players.



A demonstration on the use of Lollipops can be found on the DVD.



Revision Break 5

Describe when it is appropriate and not appropriate to show lollipops during an end.
