

## THE MARKER

The Marker shall

- (a) Be familiar with the ESMBA Laws of the Game.
- (b) Be in possession of a reliable measure, and chalk.
- (c) Be in possession of the scorecard and pen or pencil and will see that the names (Numbers) of both contestants are entered.
- (d) Make themselves familiar with the identifying marks on the bowls of each player.
- (e) Witness the toss for the start.
- (f) See the mat is correctly aligned and **place the jack** on the jack line at the position required by the player to bowl first.
- (g) Observe strict neutrality.
- (h) Answer any questions put to them by the players BUT WILL NOT GIVE ANY ADDITIONAL INFORMATION unless requested.
- (i) Not pass comments.
- (j) Address ONLY the person who has possession of the rink mat.
- (k) Record ONLY the score agreed by the players, or the Umpire.
- (l) Measure ONLY when requested, but will not cause or permit any bowl to be moved until both players agree the shot or shots.
- (m) In any difficult measure not attempt to make a decision, but will call the Umpire to adjudicate.
- (n) Keep the players informed as to the state of the game.
- (o) Mark all touchers and remove the marks from any non-touchers.
- (p) Remove all dead bowls from the ditch and the dead area.
- (q) Adjudicate on all line bowls.
- (r) On completion of the game see that the scorecard is signed by the losing player and handed to the game controller or official.
- (s) Ensure that all players, Umpires, spectators and other Markers in the vicinity of the head are made aware that a player has signalled their intention to play a forcing or firing shot and indicate to such a player when this has been done.
- (t) Ensure that only the player conceding the shots removes the woods.

**One shot away for each wood removed unless agreed by both players.**