



Marking Manual



ENGLISH
BOWLS
UMPIRES
ASSOCIATION

In this guide to Singles Marking 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 guide 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

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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 42 – The Marker's Duties.

Law 42 – The Marker's Duties

LAW 42

- 42.1 In the absence of an umpire, the marker must:
- 42.1.1 make sure that all aspects of play are carried out in line with the Laws of the Sport of Bowls;
 - 42.1.2 make sure, before the game starts, that:
 - 42.1.2.1 all bowls have a clearly visible, valid World Bowls Stamp imprinted on them;
 - 42.1.2.2 the rink of play is the correct width in line with law 49.1 by measuring it; and
 - 42.1.2.3 the pegs or discs on the side banks in the direction of play are the correct distances in line with law 49.12 by measuring them.
 - 42.2 The marker must:
 - 42.2.1 check the mat is placed on the centre line of the rink;
 - 42.2.2 centre the jack;
 - 42.2.3 make sure that the jack is at least 23 metres from the mat line after it has been centred;
 - 42.2.4 place a jack that comes to rest less than 2 metres from the front ditch as described in law 9.2;
 - 42.2.5 stand to one side of the rink, behind the jack and away from the head;
 - 42.2.6 answer any specific question about the state of the head which is asked by the player in possession of the rink;
 - 42.2.7 when asked, tell or show the player in possession of the rink the position of the jack;
 - 42.2.8 when asked, tell or show the player in possession of the rink which bowl or bowls the marker considers to be shot;
 - 42.2.9 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 shot;
 - 42.2.10 mark all touchers with chalk and remove the chalk marks from non-touchers as soon as they come to rest;
 - 42.2.11 stop any bowl that is from a neighbouring rink and could move a jack or bowl that is at rest;
 - 42.2.12 if both players agree, remove all dead bowls from the rink of play;
 - 42.2.13 mark the position of a jack and any touchers which are in the ditch as described in laws 14.4 and 18.2;
 - 42.2.14 not move, or cause to be moved, either the jack or any bowls until the players have agreed the number of shots scored; and
 - 42.2.15 measure any disputed shot or shots when asked to do so by either player. If the players are not satisfied with the marker's decision, the marker must ask the umpire to do the measuring. If the Controlling Body has not appointed an umpire, the marker must choose a competent neutral person to act as the umpire. The umpire's decision is final.
 - 42.3 When each end has been completed, the marker must:
 - 42.3.1 record the score on the score card;
 - 42.3.2 if scoreboards are not being used, tell the players the running totals of the scores; and
 - 42.3.3 remove from the rink the mat used during the previous end, if necessary.
 - 42.4 When the game has been completed, the marker must make sure that the score card:
 - 42.4.1 contains the names and signatures of the players;
 - 42.4.2 contains the time at which the game was completed; and
 - 42.4.3 is dealt with in line with the Conditions of Play.

The Principles of Marking

Preparation

Your performance as a Marker starts at home. Your appearance and bearing is important as it reflects on all EBUA officials.

Whatever uniform you wear, ensure that it is the right fit and looks smart without being too restrictive when you bend to measure or mark touchers. If you look smart you will work smart.

Before you leave home, make yourself familiar with the competition rules such as the number of shots required or the sets play rules.



Arrival at the venue

On arrival at the venue, introduce yourself to the officials from the Governing Body, your fellow markers and the Umpires on duty.

If an Umpire has not been appointed, identify a competent third party to use in the event of a dispute. You will have to ensure that the rink conforms to the Laws before the game starts and ensure that the club provides an umpires kit for you to use.

Make sure that the names of both players are on the scorecard and, if it helps you, make a note of the colour of stickers, clothing or bowls that they are using so that you can easily identify them when you come to mark the card.

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 and tie-breaks.
 - Wrist watch with a second hand or digital second timer.
 - 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



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:

- You would like time to check the mat is on the centre line 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 the 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

Marking

Marking

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.

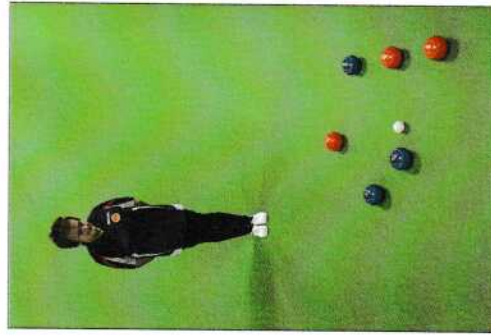
Your position on the rink is important for two reasons:

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

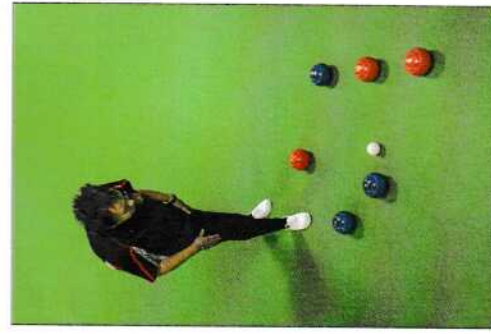
For these reasons, the ideal position is to stand approximately 1 metre to the rear (2 paces) and 1 metre to one side of the jack.

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

Questions about Distances

Be accurate with your distances; if a bowl is 18 inches short do not call it 2 feet short, players will soon lose confidence in you. Similarly try to avoid giving ranges or approximations of distances e.g. "your bowl is 10, 11 inches" or "your bowl is about 10 inches".

If a bowl is in line with the jack, either in front or behind, and the player wishes to know the distance, try to answer the question by giving the size of the gap between jack and bowl, e.g. "there is a gap of 5 inches between your bowl and the jack". That way the player will know if there is room to fit a bowl in the gap. Avoid using terms such as "beyond the jack" or a distance "to you".

HOME STUDY

Take a look at the diagram on the next page and answer the question. The answers are at the end of this guide.

Be familiar with the definition of Jack High. Be accurate; if the bowl is 1 inch past jack high then say so; it has a big impact on the choice of shot available to the player.

Use the objects on the rink to help you judge your distances. A bowl is approximately 5 inches in diameter and a jack is approximately 2 ½ inches in diameter. Be familiar with the size of your foot and the length of your stride.

TIPS

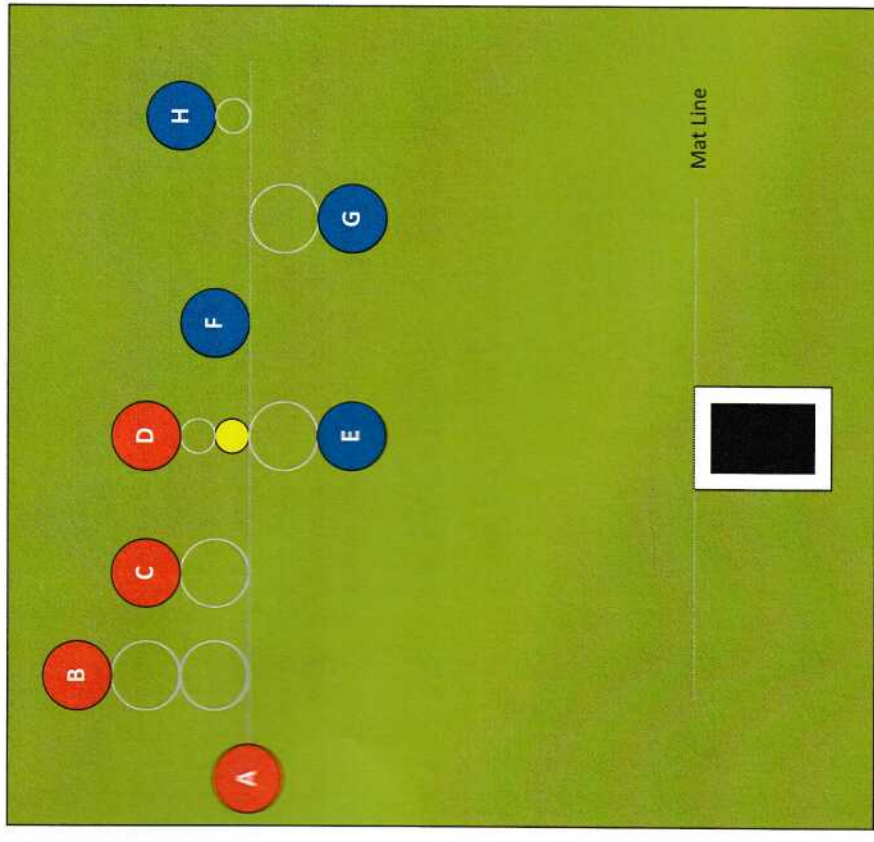
Marking Do's

- Do stand on the side of the rink away from the sun so that your shadow is not cast across the head. Be aware of the head on the next rink to try and avoid casting a shadow on their head.
- Do stay on one side of the rink whenever possible.
- Do keep the same position in relation to the jack on each end where possible.
- Do keep still and quiet, unless required to mark a toucher, check the head or answer a question
- Do be alert, decisive and unobtrusive
- Do respond to a player courteously while ensuring that your conversation does not distract their opponent
- Do make adjacent rinks aware of any imminent drive, and use them to contain bowls as necessary



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	

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 must 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.

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 when the bowl is delivered; you will be in a much better position to spot a toucher and to avoid moving objects.

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.

TIPS

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



The only object you should be interested in watching is the bowl in course to see if it touches the jack – if it does, concentrate on watching where it finishes. This bowl is a toucher and it becomes your priority to mark it with chalk.

After a firing shot, try to deal with any required tasks and the objects in the following sequence:

- Mark the fired bowl with chalk (if a toucher)
- Indicate the position of touchers in the ditch using the bank markers
- Remove dead bowls from the ditch or from outside the boundaries of the rink and place them beyond the face of the bank
- Finally, deal with the Jack; mark the position of the jack in the ditch using the bank markers or re-spot it if it passed outside the boundary and requires re-spotting.



Chalk the toucher in the ditch and place the position marker on the face of the bank

Of course if the jack passes outside the boundary of the rink and is not to be re-spotted then there is no requirement to deal with touchers and dead bowls.

Make adjacent rinks aware of any imminent firing shot, and use them to contain bowls as necessary. It is their responsibility to protect their head. Similarly, be aware of firing bowls from adjacent rinks. You should make every effort to stop any bowl or neutral object from another rink that is likely to disturb the head on your rink. A bowl from another rink could be a disaster if it disturbs what might be a critical head.

TIPS

Marking Don'ts

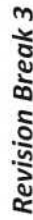
Do not obscure the rink boundary markers or the centre marker.

Do not stand directly behind the jack

Do not leave the confines of the rink unless necessary, e.g. do not stand on the bank

Do not engage in conversation with the scoreboard turners, officials, spectators or the players unnecessarily

Do not answer questions from players that are not in possession of the rink



This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

Have wedges to hand if there is a leaning bowl that may be in the count, and wedge before measuring, remembering that if one of the players requests it, 30 seconds must first elapse from the time the last

Call the Umpire if it is too close for you to show an immediate decision

Marking

bowl came to rest. This request applies to any bowl in the head and not just to the last one that was delivered.

If a measure is too close for your tape or you cannot decide the shot, call the Umpire. Remember you may be asked to assist the Umpire with the measure if the jack is in the ditch or the distance between the jack and bowls is too big for one person to manage.

Only indicate the bowl you believe is shot after completing your measure. DO NOT move it as the players may wish to call an Umpire, or a third party, for confirmation.

If you need to call for an Umpire, try to indicate what equipment they will need as otherwise they may have to return for something, interrupting the flow. If appropriate and you have not already done so, wedge any bowls whilst the Umpire is on their way. Give the Umpire as much information as they need about the shots conceded and indicate what they are measuring.

Position yourself about 3-4 metres in front of the head and wait for the umpire to complete the measure. As soon as the shot is declared you can make your way to the other end of the rink, showing the result with lollipops if required.

Following the completion of an end, you have a number of important tasks to perform and this is where many Markers can cause problems with interrupting the flow of the game.

“Time Management” is the key to completing these tasks smoothly.

Time Management for Markers

The way a Marker manages their time during a game of singles can make a big difference to the way the game is played, and the overall performance of the Marker.

A Marker who is constantly rushing around or delaying players while writing the scorecard, moving around on the rink, moving the mat and turning the scoreboard, is unsightly and affects the player’s concentration.

Practise a routine that you can use in every game you mark.

You will soon appreciate that there is no need to rush around and your confidence to deal with the unexpected will improve.

HOME STUDY

Practise Time Management techniques at your local club with some friends who are having a practice session.

Try and use the same techniques in every game you mark.

Marking

Here are some basic time management techniques to use in every game you mark.

- If you are sure of the shot bowl at the completion of the end; instead of standing behind the head waiting for the players, take a few paces forward of the head and as soon as you have confirmation from them walk swiftly to the other end of the rink.
- As you pick up the mat from the other end of the rink, glance back to see if the players have placed the mat ready for the next end. If they have, then as you pick the mat up you can check to see if it is centred.
- Mark the scorecard as you wait for the jack to be delivered and come to rest – you have about 15 seconds on an indoor green. The other opportunity is to mark it when the first bowl is on its way up the green – again another 15 seconds.
- If you have a scoreboard to keep up to date – ask the players to help you, they are normally willing to do so.



The EBUA Video demonstrates some of these typical time management techniques such as the best time to complete the scorecard and your position on the rink as the players agree the shots.



Marking

Marking

Scorecards

The scorecard is the official record of the game. It should therefore be completed with care.

- Make yourself familiar with the layout of the card before the game starts; this is especially important for Sets Play scorecards as these can be confusing.
- Use a scorecard holder if you are comfortable carrying them during a game. Otherwise keep the card securely in a pocket.
- Never have the scorecard poking out the top of a jacket or shirt pocket. Make sure the pen or pencil cannot fall out of your pocket.
- Ensure the players' names are entered correctly on the card, do this when you introduce yourself to the players.

- Be familiar with the colour of each player's stickers and each player's side of both the soccer ball and the goal.

- Record the score at the completion of each end played. The best time to complete the scorecard is after you have reached the other end of the rink and picked up the mat. You may have approximately 30 seconds whilst the jack or the first bowl is on its way up the rink. If you cannot remember a number between 1 and 4 from the time you leave the head to the time you reach the other end of the rink then you are not concentrating!

After the Game

When the game has been completed, you should:

- Congratulate the winning player and commiserate with the loser.
- Check the scorecard contains the correct scores and the total is entered at the bottom.
- Check the scorecard contains the names and signatures of both players
- Check the scorecard contains the time at which the game was completed
- Check the scorecard is dealt with in line with the competition rules or handed to the Umpire for checking.

[illegible]

Set up bowls on a green or in your house or garden and judge distances, checking them with a tape measure.

Set up bowls and measure, using all of your equipment including wedges.

Mark as many club games as you can to refine your time management techniques.

Practise a routine that you can use in every game you mark. You will soon appreciate that there is no need to rush around and your confidence to deal with the unexpected will improve.

Most of all enjoy your marking; you will be rewarded for a good job!



Revision Break 4

List below the essential duties of the marker as soon as the game has finished

[illegible]

There are a number of specific laws that most players are familiar with. As a marker you should develop an enhanced knowledge of the general Laws of the Sport of Bowls and in particular those laws that refer to:

- Tossing for opening play Law 5.2
- Placing the mat Law 6
- Improper delivery of the jack Law 10
- Possession of the rink Law 13
- Touchers Law 14
- Marking a toucher Law 15
- Movement of touchers Law 16
- Dead Bowl Law 17
- A live jack in the ditch Law 18
- Dead jack Law 19
- Dead end Law 20
- Rebounding jack Law 21
- The shot Law 22
- Deciding the number of shots scored Law 23
- No shot scored - tied end Law 24
- Delivering the final bowl of an end Law 25
- Irregularities during play Law 29
- Leaving the green and substitutes Law 32
- Game stoppages Law 33
- Objects on the green Law 34
- Unforeseen incidents Law 35
- Bowl displacement Law 37
- Jack displacement Law 38
- The coach Law 44
- Spectators Law 45

Take a moment to review each of these Laws in the Law Book

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 42.2.9 states that the marker must “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 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 or coloured 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 may be covered in a coloured sticker.

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.



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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.



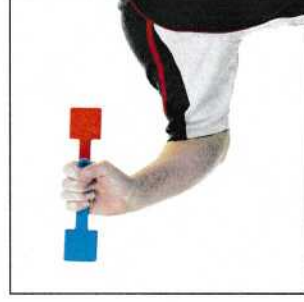
Indicating three shots

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.

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Indicating four shots

To indicate that four shots are being held or have been scored, the four individual lollipops should be separated. 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 and fourth groups being held in a position in which they are at 45° on either side of the vertical.



Indicating a tied shot (No shot)

To indicate that neither player is holding or has scored the shot (for example, if a bowl from each player was touching the jack), both sets of lollipops should be used. The four individual lollipops in each set should be placed behind each other so that only one lollipop from the set can be seen when the set is displayed. When the lollipops are held up, the two sets should be held in a horizontal position at 180° to each other.

Indicating a measure for shot

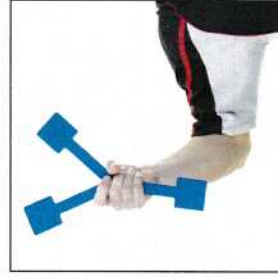
To indicate that it is a measure for shot, the four individual lollipops in each set should be placed behind each other so that only one lollipop from the set can be seen when the set is displayed.

One set should be held in each hand, and the hands positioned centrally side-by-side. The lollipops should be at 90° to the body with their heads facing out towards the side. The hands should then be moved smoothly out to shoulder width and back again.



To indicate that there is one measure involved, the hands should be moved out and back only once. To indicate that there is more than one measure involved, the hands should be moved out and back the appropriate number of times. To indicate that a player is, for example, lying one shot and that is a measure for second shot, one lollipop should be displayed, followed immediately by the indication that there is also one measure involved as described above.

Incorrect Procedures



Displaying superfluous lollipops

Allowing any superfluous lollipops to be visible when the number of shots is being indicated should be avoided.

For example, this marker is attempting to indicate that two shots are being held or have been scored. The presence of the lollipop suspended below the horizontal, will almost certainly lead both the players and the spectators into thinking that three shots are being indicated.



Holding the lollipops too high

Any desire either to hold the lollipops 'aloft' or thrust the lollipops skywards in response to a moment of drama or excitement should be avoided.



Gesturing with the lollipops

When the lollipops are displayed correctly as described above, the players, scoreboard operators and spectators should all be able to see them without any difficulty.

Any desire to gesture with the lollipops, such as thrusting them in the direction of an inattentive scoreboard operator to bring the score to that person's attention at the conclusion of an end should, therefore, be avoided.

When lollipops should and should not be used

The decision on whether lollipops are to be used and when during an event rests with the Controlling Body. For example, either

- during semi-finals and finals only or through all rounds of the competition.
- during the course of each end - to indicate the marker's opinion of the current state of the head for the benefit of spectators, or
- at the conclusion of each end - to indicate the result of that end, or
- both during the course of each end and at the conclusion of each end.

When to approach the head

Markers should always be conscious of the fact that their primary responsibility is to the players and not to the spectators. They need to choose with care, therefore, the best time to approach the head to determine which bowls are shot. Approaching the head should only be considered when there is no risk of disturbing either player's concentration.



It is appropriate to approach the head:

- during any gaps in play
 - when, after visiting the head, a player is walking back to the mat with eyes facing the direction of the mat.
- Take advantage of a short gap in play to display the lollipops
- It is not appropriate to approach the head:
- when a player is preparing to deliver a bowl
 - when a player is inspecting the head
 - when, after visiting the head, a player is walking back to the mat with eyes still focused on the head.

How often should the lollipops be displayed?

As a general rule, the marker should only start displaying lollipops when both players have delivered two bowls (that is, when there are four bowls in the head) and then only display them thereafter if the number of shots which a player is lying has altered since the previous time the lollipops were displayed.

Marking

However, the number of times when lollipops should be displayed during the course of an end will vary from game to game. For example, if the game is being played between two players who are 'quick onto the mat' there may be no opportunity to display the lollipops until one of the players makes a visit to the head (and this may not happen until six bowls have been played, if at all).

The marker, therefore, often has to make a subjective judgement as to when the time is right. In making this judgement it should be borne in mind that lollipops should be used to add value to, and not detract from, the viewing public's experience. For example, it is usually not appropriate to display the lollipops:

- after only one bowl has been played
- after two bowls have been played, when one bowl is lying touching the jack and the other is some distance from the jack
- when it is clear to everyone that the state of the head has not changed since they were last displayed (for example, when a bowl which has just been delivered finishes up in the ditch without touching anything)
- after each bowl has been played unless, of course, the head has been altered by each bowl.

By a similar token, it may not be appropriate to have five or six bowls played without displaying the lollipops in the interim, even though the head has not been altered - displaying them to confirm the state of the head may add value in these circumstances because several minutes may have elapsed since their previous display.

Striking a balance between the players' need to be undisturbed and the spectators' need to be kept informed can often be quite difficult! Should there be any conflict in the marker's mind, however, it should always be resolved in favour of the players' need.

Displaying the Lollipops on Completion of an End

When indicating the result of an end, the marker should wait in front of the head until the players have agreed the number of shots scored and by whom. The marker should confirm the result with the players verbally, for example, by saying "two shots to red", before displaying the appropriate number and colour of lollipops.

When displaying the lollipops, the marker should hold the set in one hand and walk down the rink in a straight line midway between the centre-line and boundary-line of the rink.



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 EBUA Video.



Revision Break 5

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

Final Thoughts

- You are part of the game; you have a very important job to do.
- As an Umpire, your decisions will result in a win for one side and a loss for the other.
- As a Marker, your performance will have an effect on the players which may affect the result.
- If all your decisions are made with confidence, the players will enjoy your company no matter which side they are on.
- If you have the right attitude, you will do a good job and be respected by all at the game.



Notes

Revision Breaks

Revision Break 1

Should carry – chalk spray/chalk, Box Measure, wedges
Pen or pencil, coin, lollipops and scorecard holder
Shouldn't carry – loose change, wallet, mobile phone

Revision Break 2

Bowl	Distance	Bowl	Distance
A	Half a bowl short of jack high	E	5 inch gap
B	10 inches past jack high	F	Jack high or jack level
C	5 inches or 1 bowl past jack high	G	10 inches short of jack high
D	2 ½ inch gap	H	2 ½ inches past jack high

Revision Break 3

Should stand to one side of the rink and avoid shadows
Keep in the same position in relation to the jack on each end
Keep still and quiet unless marking a toucher or answering a question
Be alert decisive and unobtrusive
Respond to a player without disturbing the other player
Make adjacent rinks aware of a drive
Do not obscure the boundary markers
Do not stand directly behind the jack, or leave the rink
Do not engage in conversation with officials, spectators or players
Do not answer questions from players not in possession of rink

Revision Breaks

Revision Break 4

Congratulate the winner and commiserate with loser
Check the scores are correct on the card and enter the total
Check the names of the players are on the scorecard
Enter the time the game finished on the card
Get the players to sign the card
Give the card to the controlling body

Revision Break 5

Show lollipops during the course of the end during any gaps in play or when the player is walking towards the mat after visiting the head. Generally shown after 2 bowls from each player have been delivered.
Don't show lollipops if a player is on the mat ready to bowl, if the head has not changed or it is obvious who is holding shot