

Being a marker !

- 1 = Check which format is being played
 - How many ends
 - Up to 21
 - Handicap system
- 2 = Get score card 1 x 40 ends or 2 x 21 ends (in case of long games)
- 3 = Pen (take 2 incase one runs out)
- 4 = Things you need
 - Coin
 - Chalk/spray/marker pen
 - Measure
 - Chocks
 - Towel to put bowls on when measuring
 - For close measures calipers are available in club house
- 5 = Get out mats, measuring sticks, pushers, score board and jack

To start the game

- 1 = Get box with rink numbers
- 2 = Check in book if any rinks are closed or in use for other games and if so take those numbers out.
- 3 = The "challenged" bowler selects rink number at random from box
- 4 = Toss coin and winner has choice of taking mat or giving to opponent
- 5 = Normally 2 trial ends, check if they want 2 or 4 bowls
- 6 = On trial ends it is usual to have a full length jack, but ask players
- 7 = On trial ends advise bowler of distance from jack and remove bowl so as not to impede other bowlers practice bowl.

The game

- 1 = Remember you are not involved and should only answer direct questions from the person who is in control of the mat DO NOT OFFER OPINIONS OR COMMENTS
- 2 = Mat must be minimum 2m from edge of rink and check it is straight
- 3 = Centre jack MUST BE MINIMUM 23m from front of mat to face of jack
- 4 = Always stand to one side 3m or 4m away from jack making sure you do not put shadows on rink
- 5 = Complete score card and adjust score board every end even if it means making bowlers wait a short while
- 6 = Always mark a "toucher" bowl both sides as it happens Watch and LISTEN !
- 7 = You must do measuring but if challenged find an independent umpire
- 8 = If jack is knocked into ditch put white marker above jack. If the "toucher" bowl also ends in the ditch chalk it and put red marker above the bowl.

General information

- 1 = If jack is knocked outside rink boundaries it becomes a dead end and must be replayed
- 2 = If 2 bowls are exactly the same distance from the jack the end still stands but no scores are added to the card
- 3 = If bowler accidentally drops bowl they are allowed to pick up and re roll but if bowl has travelled 14m it is considered a legal bowl and must stand
- 4 = Matches only stop if thunder and lightning happens
- 5 = Handicap games are to 21 hence a bowler on -3 goes to 18 but on +2 goes to 23