

Tower Novices

Guidelines for Markers

All players must mark either before or after playing their game

1. You will need : String or Tape measure
Chalk
Pen / pencil
Scorecard
2. Introduce yourself to the players and write their names on the board in the same order as on the card.
3. The players must toss to decide who plays first and they must decide if they are playing trial ends.
4. Trial ends - the player delivering the jack can decide the length of the trial end.
 - the marker must centre the jack at this length
 - indicate to the players how long or short their bowls are and remove them to the side of the rink.
 - the mat can only be given away in the tie-break.
5. During play-
 - Centre the jack and then stand quite still to one side behind the jack so as not to interfere with the player delivering the bowl.
 - If the jack is possibly too short, i.e. less than 23 metres from the front of the mat, the marker must bring this to the attention of the players and call an umpire to measure
 - If a jack is delivered between the 2 metre mark and the ditch it must be placed on the 2 metre mark
 - Watch each bowl carefully and if it is a toucher mark it accordingly as soon as it has come to rest and before the next bowl is delivered.
 - If a toucher or the jack goes into the ditch, mark its position in the ditch.
 - If a non-toucher bowl goes into the ditch or comes to rest outside the boundaries of the rink it must be removed and placed on the bank.
 - (Indicate to the players when a dead bowl is placed on the bank)
 - Only answer SPECIFIC QUESTIONS from the player on the mat before he or she delivers the bowl. Once a bowl has come to rest the mat belongs to the next player to bowl.
 - Do not volunteer information and do not stand to indicate the position of the jack if it cannot be seen by the player.
 - Coaching is not allowed whilst a game is in progress. Coaches and spectators are not allowed to get involved in a game in progress
6. Scoring-
 - When an end has been completed **DO NOT TOUCH OR MOVE** any of the bowls until the players have agreed upon the number of shots.
Never break up the head ; this must be done by the players
 - If they ask for a measure do this with a string measure and if there is any doubt or if the measure looks too difficult call an umpire.
 - Write the score on the board and the card. If there are two markers on the rink indicate clearly to the other marker the number of shots so that the board / card can be completed and correspond at all times.
 - Compare the scores on the card and the board after every few ends to make sure that they correspond.
 - When a game is completed get each player to sign the card which must be handed to the tournament official.

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1. Please report to the registration desk
2. All players must mark before or after playing.
3. Games consist of 2 sets of 9 ends.
It is not necessary to play all the 9 ends if the player in the lead cannot be beaten. *i.e. if after 7 ends the difference is 9 or more or after 8 ends 5 or more.*
4. If each player wins a set a tie-break of best of 3 ends to be played.
The first player to win 2 ENDS is the WINNER.
SHOTS DON'T COUNT.
5. Toss to determine who has the mat for the beginning of the first set. The loser of the toss will have the mat for the beginning of the 2nd set.
The mat can only be given away in the tie-break
6. If a 3 end tie-break is needed, players will toss again. The winner of the toss will own the mat for the 1st and 3rd ends and may decide who will play first. The loser owns the mat for the 2nd end and may decide who will play first.
7. Burnt ends to be replayed
8. Players may only visit the head after their 3rd bowl.
9. The winner must hand in the card to the registration desk and confirm the details for the next round.