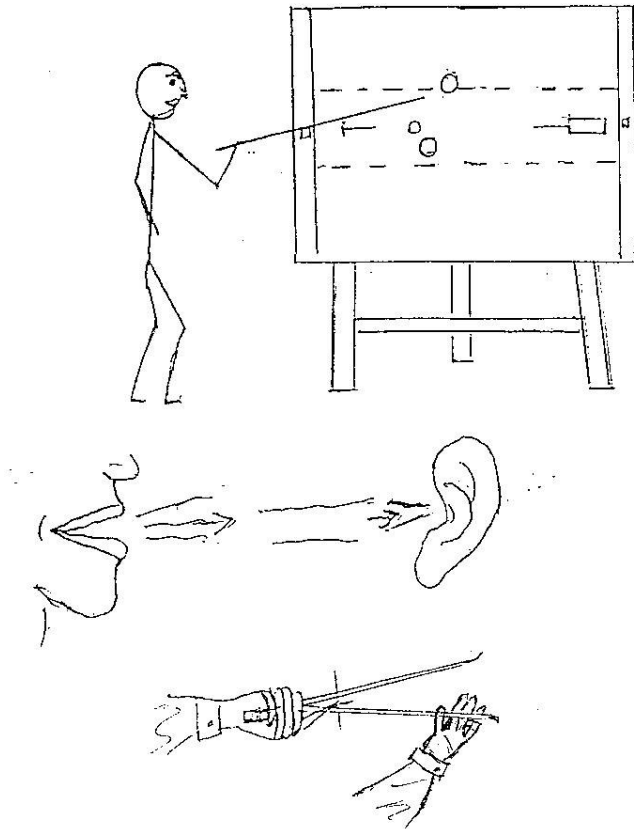


HOW WE LEARN



IMPRESSION MUST EQUAL EXPRESSION

Are they getting your message clearly?

REPETITION MEANS REINFORCEMENT

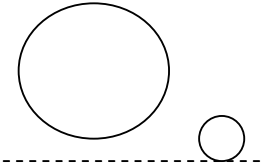
We seldom hear it all the first time

LISTEN TO CHECK YOUR SUCCESS

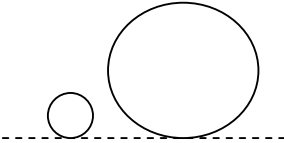
Do you hear your words coming back?



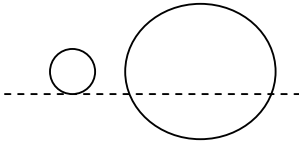
JACK HIGH



PAST JACK HIGH

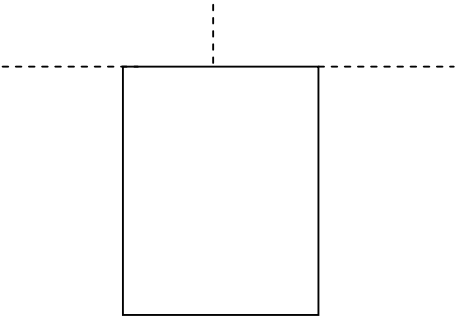


JACK HIGH



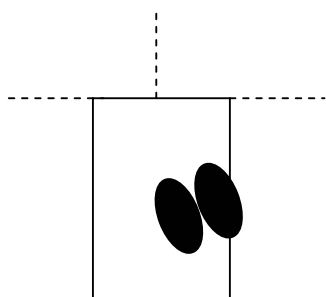
IN FRONT OF
JACK HIGH

The centre of the front of the mat (Mat Line) is the contact point for all measurements of length, Jack Delivery (21m), Short Bowl (14m), Rebounded Jack (18m), from the mat.

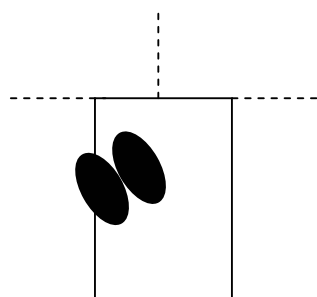


STANCE ON THE MAT

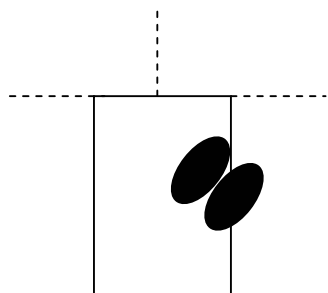
AND DELIVERY OF BOTH JACK & BOWL



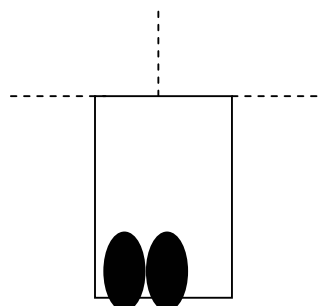
Legitimate stance
Player should not foot fault



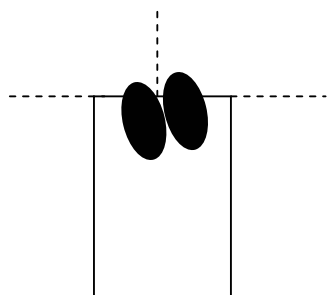
Legitimate stance
Left handed player would foot
fault on delivery



Legitimate stance
Right handed player would foot fault on
delivery



Incorrect stance
Both heels must be forward of the rear edge.
Deemed a foot fault



Incorrect Stance
Player must foot fault

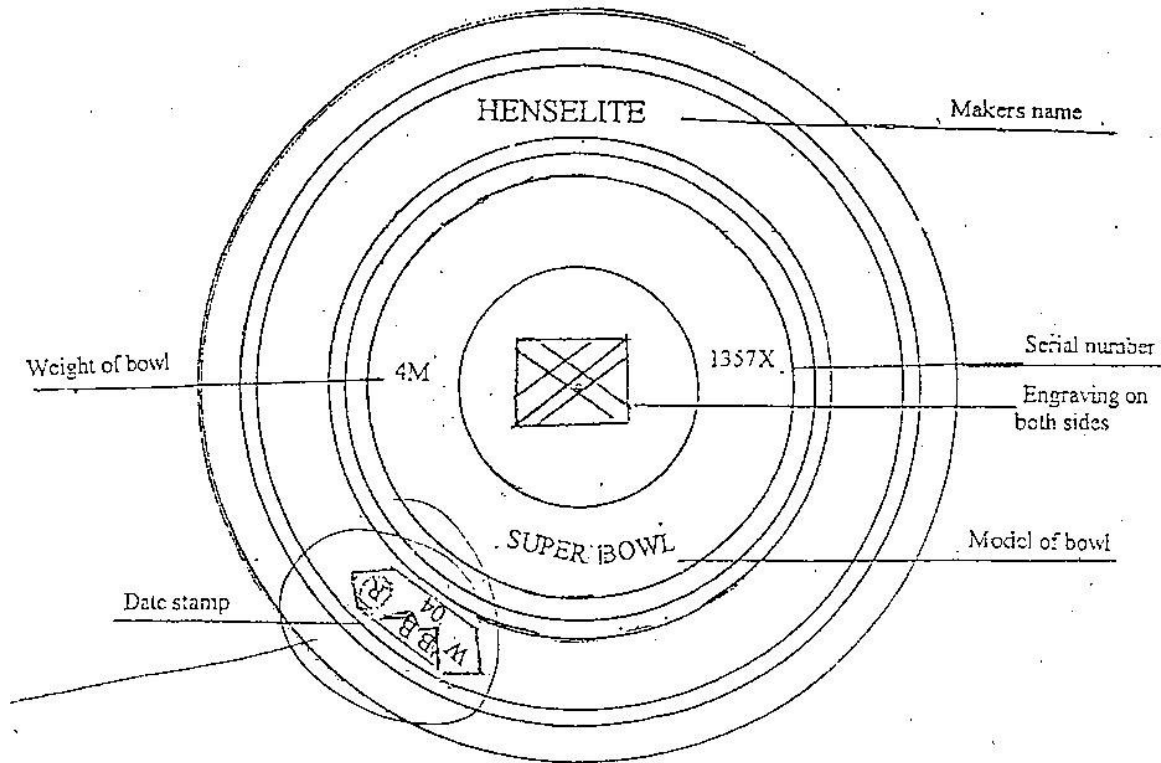
Laws 1C(xv) and 21 refer.

A stationary stance on the mat with both heels forward of the rear edge of the mate and the whole of one foot within the confines of the mat. At the moment of delivery, when the bowl leaves the hand of the player, one foot must be within the confines of the mat.

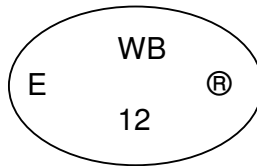
Law 21 includes **stance and delivery** as part of a 'footfault'. A breach of this law when delivering a jack, is an 'improper delivery'.



BOWLS INSPECTION



These are the minimum number of things which must be inspected.

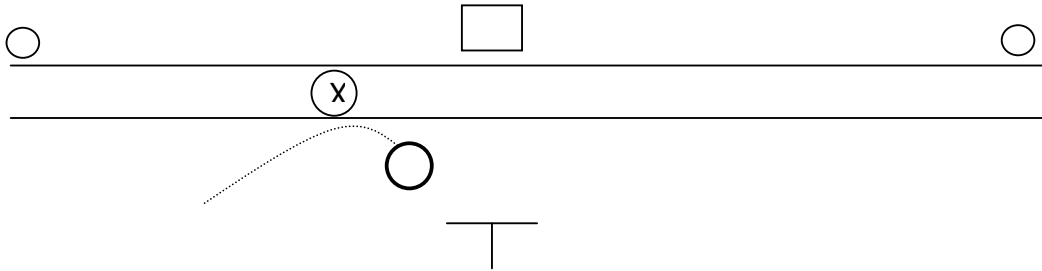


This is the new shaped stamp of World Bowls which appears on bowls stamped after April 2002

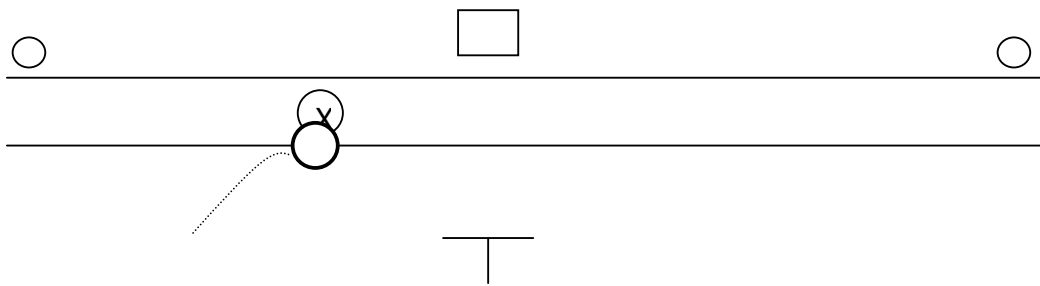


TOUCHER IN THE DITCH

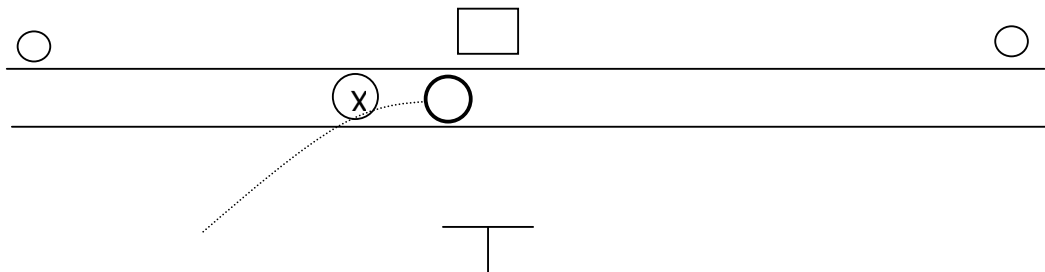
(Displacement)



Bowl remains in play after impact – live. No replacement



Bowl rests on toucher – live. No replacement

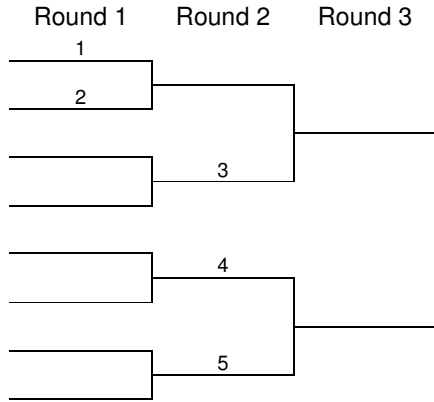


Bowl moves toucher while “entering” the ditch – dead.
Toucher replaced by opponent – Law 28E.



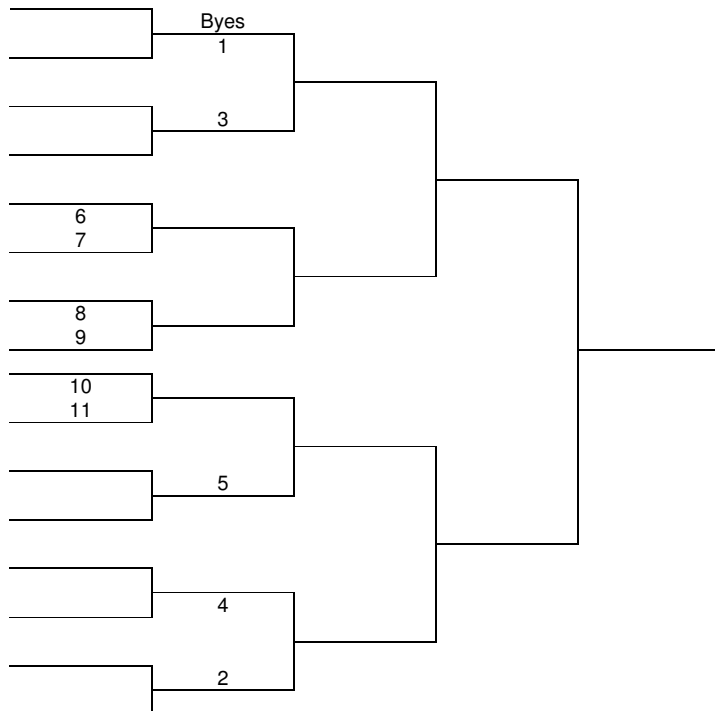
BYES – LAW 39B(vi)

Example: illustrating the principles of Law 39B(vi)



In this example, teams 1 and 2 become constituted as soon as they play their bowls. Team 3 becomes constituted when teams 1 and 2 play their first bowl. Teams 4 and 5 become constituted when they bowl their first bowls. By this draw, the even number of teams (4) was achieved at the start of round 2. Teams 3, 4 and 5 were all 'intended members' and as such could reconstruct their personnel with one or more players 'withdrawing' – Law 39A(iii).

In the following example of a draw sheet for 11 participants, these principles are all used to bring 11 down to 8, which allows even play to the final – without the need for any further 'byes'.



This could also be used as a guide for Post Sectional Knockout games of 11 sections. This sample shows the placement of byes.



PLAYER STATUS – TEAM GAMES

(Law 39)

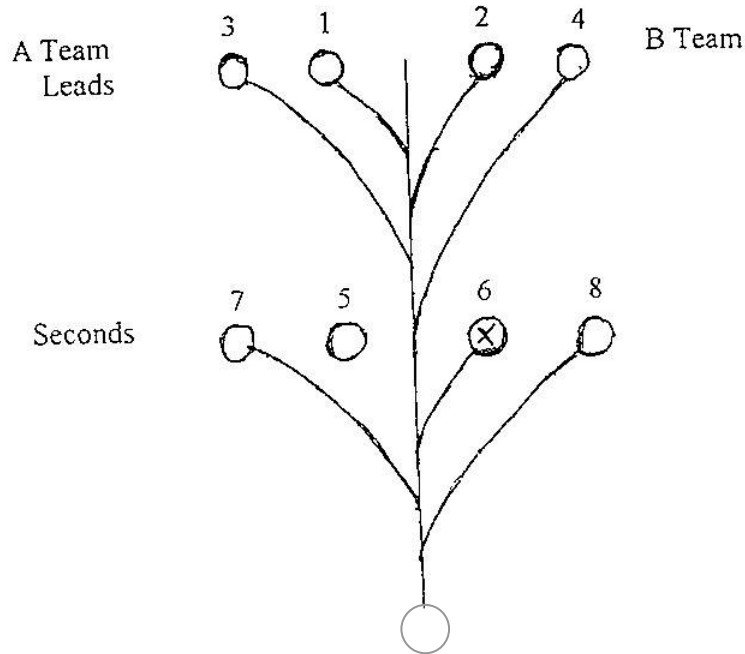
BUILD THIS PICTURE STEP BY STEP.
EXPLAIN EACH TERM AS YOU GO.



Umpires must understand the importance of these terms, and “player status” before they can comprehend the rest of Law 39 and Laws 40 and 41.



PLAYING OUT OF TURN – LAW 52



What happened;

The bowls should have been played in the order as numbered but Second B played out of turn – bowl 6.

When the error is found

1. While 6 was in course
2. When 6 came to rest
3. If head disturbed

What should happen

Either Director stop bowl and return

Opponent leaves and has 2 bowls played to restore order, or returns bowl for replay in correct order.

Opponent leave as is and play 2 bowls to restore order, or replace head and return bowl for replay in correct order, or have end replayed.

If bowl 6, while in course, becomes dead it shall not be replayed.

If bowl 7 was in course when error discovered, bowl 5 is forfeited.



DO'S & DON'TS

Be conversant with Law 64A – Duties of a Marker

- DO** Be correctly attired and equipped (chalk, pen, card)
- DO** Introduce yourself to both players
- DO** Be conversant with the ownership of bowls
- DO** Align the jack AFTER it has come to rest
- DO** Advise the players if the length of the jack roll may be less than 21m. If they agree with you, return the jack, if either disagrees with you, call the umpire to measure
- DO** Note that the mat is correctly laid and aligned before play starts
- DO** Stop bowls from adjoining rink from displacing bowls from your rink
- DO** Retire to a position about 2 metres behind the head and 1.5 metres on one side, keep your shadow away from the head and that of the adjoining rink
- DO** Remain motionless, with eyes fixed on the player in possession of the mat
- DO** Watch for signals from the player in possession
- DO** Be alert and in a position to observe if a bowl becomes a toucher
- DO** Mark all touchers immediately they come to rest
- DO** Answer all questions briefly, with 'yes' or 'no' if the answer is not misleading, and only to the player whose turn it is next to bowl
- DO** Remove all dead bowls immediately from the ditch after agreement by the players. The status of bowls near the boundary should be determined by agreement by the players, or they should call the umpire to do so
- DO** Keep clear of the head when the players arrive, they determine the result, not you
- DO** Call the score card every end
- DO** Walk from end to end midway between the centre of the rink and the boundary
- DO** Place the score on the board every second end
- DO** Sign the score card after each player has done so and hand it to the proper official after the match
 - It is rare for a bowl to be exactly 'jack high'

A marker may answer 'just short of' or 'just past jack high' to a players question concerning a bowls position relative to the jack.



DO'S & DON'TS

Be conversant with Law 64A – Duties of a Marker

- DON'T** Move about when the player is on the mat
- DON'T** Stand among the bowls
- DON'T** Stop the jack before it completes rolling
- DON'T** Raise the jack above your head before you place it on the 'T' mark 2 metres from the ditch
- DON'T** Move in to see who has the shot unless asked
- DON'T** Answer questions being asked in an adjacent rink
- DON'T** Lift a bowl on your rink to allow passage of a bowl from a neighbouring rink
- DON'T** Say a shot is doubtful if it not really so
- DON'T** Invite the player to inspect the head
- DON'T** Give a misleading answer to a badly worded question; ask the player to re-phase the question
- DON'T** Supplement your answer with information not asked for
- DON'T** Watch the game alongside
- DON'T** Talk to the spectators on the bank
- DON'T** Applaud either player
- DON'T** Lean over sideways as if to 'assist; a bowl to wick or miss
- DON'T** Sit on the bank or a seat. If you're tired, get a replacement marker
- DON'T** REMOVE THE SHOT BOWLS OR DISTURB THE HEAD IN ANY WAY
- DON'T** Tell the players who has the shot when they arrive, or how many
- DON'T** Carry more equipment than you need
- DON'T** Indicate a bowl with your feet

It is suggested it would be better not to determine the shot if a National Umpire has been appointed

