

Before the game starts

Equipment required

Before you get started, there are some basic items of equipment that you should consider carrying with you to all games:

- pencils – click pencil, or have a pencil sharpener
- eraser
- pens – blue or black, and red – the finer the point the better
- white out – liquid or tape
- highlighting pens
- small ruler
- calculator – not essential if you are good at adding up
- clock or watch – a digital clock that both scorers can see is best to ensure you and your partner are using the same time
- clips to secure your pages in windy weather – magi-clips or fold-back clips
- notebook
- hat, sunscreen, water, insect repellent – if you will be scoring outside
- binoculars – not essential, but useful when identifying players
- for senior scorers – running sheets to record all balls faced by batters, their progressive scores etc. (see *Running sheets* on page 71)
- umbrella – preferably a large one to protect your book in the event of showers
- folding chair and table – if you are unfamiliar with the venue, and not sure if these will be provided.

Handy hint

The following items are not required for scoring, but often captains may look to you as scorer for:

- scissors
- tape
- playing cards (for those rainy days)
- spare pens or pencils
- lollies (some scorers spoil their players, setting the bar high for the rest of us!).

Set yourself up

Arrive at the game in plenty of time. Find a comfortable place to set up — the scorers should get the best seat in the house!

- Shade is most desirable — you may have to move a few times as the shade moves, but make sure you let the umpire know you are moving.
- Visibility is much better when the sun is behind you rather than you looking into the sun.
- For good visibility, try to get as close to the boundary as possible (but not right on the boundary!).

Introduce yourself

- Introduce yourself to your scoring partner and write their name down somewhere on your scorebook or in a notebook.
- Introduce yourself to the umpires, and also write their names down somewhere on your scorebook — there is often a specific place for this.
- Find out from the umpires the clock they will be using for times, or synchronise your clock with the time they will be using.

Scoring diplomacy

You will usually have a scorer from the opposing team sitting right next to you. Scorers are usually nice people and only too willing to help 'train' a novice scorer, so don't be afraid to ask questions. Alternatively, if you are an experienced scorer working with a beginner, be patient, be helpful, but also let them find their own feet.

Many people take up scoring because of a connection with a particular team, e.g. a child or a partner. Regardless of how we all got here, we all develop a close association with our team, but remember — you are a link between your team and the opposition, so be diplomatic.

Don't be too parochial — keep your pleasure or pain in relation to the game to yourself. Don't get too excited if your team is dominating. Keep in mind the feelings of the other scorer. Don't get too concerned if your team is facing defeat.

Prepare your book

Familiarise yourself with the scorebook. They are all similar, but there are many different styles (see page 102). Your scoring partner may have a scorebook that differs from yours.

Write down the details of the match — these details should be written at the top of each page for each new innings of the match. Depending on your book, the match details would be made up of (see image below):

- the names of the two teams playing — the home team is shown first
- the ground the match is played on (e.g. Allan Border Field)
- the days the match will be played over (e.g. 3 November 2010 if a one-day match; 3 & 10 November 2010 if a two-day match played on consecutive Saturdays)
- team batting, which innings it is (e.g. 1st or 2nd) and the date the innings started
- the name of the competition, or the name of the match if a one-off match
- the team that won the toss
- the team batting first
- umpires names
- the two team captains and team abbreviation (e.g. J. Hopes [Q])
- the wicket-keepers for each team (sometimes teams will change their keepers during the innings. Watch for this, record the change in your Notes section, and make sure you note any catches taken by the replacement keeper as 'wk')
- the two 12th men (in many levels of cricket, there will be no 12th men, but see *Substitute fielders* on page 15 and *Substitute players* on page 75 for more information in this regard)
- scorers names.

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|-------|-------------------------|------------|---------------------|--------------------|---------------------------|
| MATCH | AUSTRALIA | v | ENGLAND | UMPIRES | S. JONES P. SMITH |
| AT | BRISBANE CRICKET GROUND | ON | 24-28 NOVEMBER 2010 | CAPTAINS | H. CRONIN(A) M. CONROY(E) |
| | 1ST | INNINGS OF | AUSTRALIA | WICKET-KEEPERS | R. CRANE R. M'DONNELL |
| | | | DATE | 12th MEN | G. CARTWRIGHT C. HOWARD |
| ROUND | COMPETITION | | 1ST TEST | TOSS WON BY | AUSTRALIA |
| | | | | TEAM BATTING FIRST | AUSTRALIA |
| | | | | SCORERS | J. HARRIS B. FITZGERALD |

Team lists

Obtain a list of both teams from the relevant captains (in batting order if possible), noting both captains and wicket-keepers. Keep it handy for both scorers to see.

- It is desirable to get the batting order from the captain or coach, but do not write this batting order down in your book, as it will sometimes change. Write in the batters' names only as they come out to bat.
- If your team is bowling and you don't know the players very well, it is worthwhile asking the captain who the opening bowlers are likely to be, and what they look like, before they go out onto the field — that gets you off to a good start.

Handy hint

By all means have something to drink while you are scoring — in fact, it is a good idea to drink plenty of water throughout the day — but be careful with drinks in lightweight containers too close to your scorebook, as accidents do happen, especially on windy days.

You might also keep an eye on players who come to look over your book during breaks, as dripping drinks and saucy hamburgers also pose a threat!

Juniors

Junior cricket generally has different requirements concerning batting orders, so consult your local competition.

Bowling end identification

At a break in play, such as lunch, or stumps in a longer format game, it is important to note the end from which the last over before the break was bowled so that, when the game restarts, the next over is bowled from the correct end (see page 51). Identifying the ends before the start of play will make this task easier, especially if you can use landmarks for each end (e.g. clubhouse end, river end, Vulture Street end).

Handy hint

In the absence of significant landmarks, remember that, in Australia, pitches usually lie north–south, so you can use this orientation when recording the end a bowler is bowling from.