

The table below highlights ‘calls and situations linked to the marker’.

MARKERS CALL	REASON
MATCH INTRODUCTION	Event, Sponsor (often included in the event name), Round, Server’s name, Receiver’s name, Best of five games, Love all.
FAULT	All service faults (down, out, fault, foot fault, not up)
OUT	All lines are out, wall above the line, ceiling, through any fitting, e.g. over a beam or lights
DOWN	The ball hits the tin or floor before the front wall
NOT UP	Double bounce and all other incorrect returns like a double hit
HAND OUT	When server loses rally; announce the score with the new server’s score first
GAME BALL	When the next rally would win the game; this is announced each time it applies
MATCH BALL	When the next rally would win match; this is announced each time it applies
STOP	When there is dangerous play, the wrong call or lack of call or an object is dropped on court
REPEAT REFEREEES DECISION	Yes Let, No Let, Stroke To...
ORDER OF CALLS	Decision, Score, Situation (if required) Example: Yes Let, 10-2, Game Ball