How to Play Marbles

1. Decide if you are playing for friendlies or for keeps.

2. The player who goes first is determined by lagging.

Lagging:

Draw a line on the ground.
Each player stands 10 feet from the line and shoots.
The player closest to the line is determined as first shooter.

3. Draw a large circle and line 13 marbles in the center in an X formation.

4. Taking turns, each player shoots from anywhere outside the circle and
   tries to knock marbles out of the ring, while keeping his shooter inside the
   circle.

   --If the shooter hits a marble out of the ring, he continues shooting from
   where his shooter landed in the circle.
   --If the shooter misses, his turn is over.
   --If the shooter rolls out of the ring, the player's turn is over.

5. The player who shoots the most marbles out of the ring wins.

Terms for Playing Marbles

Game of Friendlies --Marbles will be returned after the game.

Keepsies --The player keeps all the marbles he/she wins.

Ring-- the circle marking the playing field

Shooter-- a larger marble used to shoot the other marbles

Lagging-- shooting your shooter marble to see who goes first

Pitch Line-- exact position where player's toe touches when lagging

Knuckle Down --At least one knuckle must remain on the ground while shooting.

Sticking --when a player shoots 7 straight times and wins before another opponent takes a turn.

Taking Rounders --picking the best position to start shooting