

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.

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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

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