

# Marbles Night: Equipment, Setup, and Game Rules

## EQUIPMENT

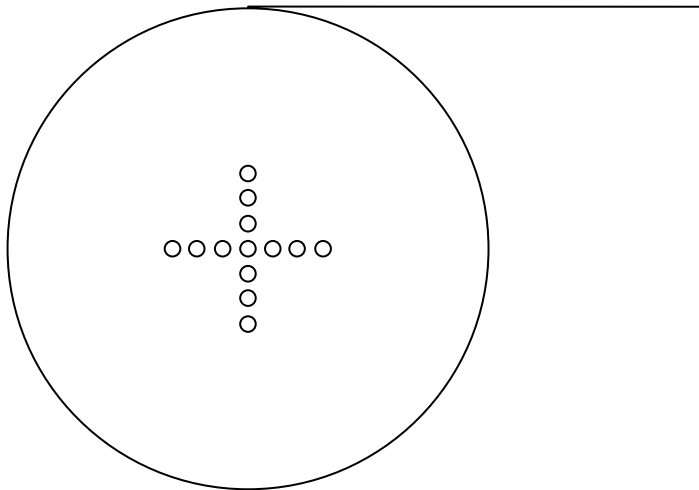
Each den or group (groups should probably be no larger than six) will need:

- One seven-foot length of string;
- One 19-foot length of string;
- 49 small marbles;
- One large marble, or “shooter,” for each scout.

We’ll provide the string and the marbles. While we’ve purchased a marble bag for each scout, I recommend opening just a couple of bags per game, and saving the rest to distribute to the scouts at the end of the night.

## SETUP

Create a circle from the 19-foot length of string. Place the seven-foot length of string tangent to the circle. Then create a cross of 13 marbles in the center of the circle. The setup should look like this (marbles shown larger than scale):



## GAME PROCEDURE AND RULES FOR TRADITIONAL MARBLES

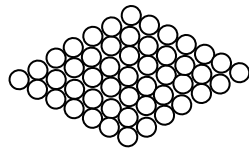
1. The first step is the *lag* (a lot like the lag in pool). The players stand at the end of the circle opposite the tangent string; one at a time, each shoots or rolls his shooter toward the tangent string. The player who gets the shooter closest to the string shoots first, second closest shoots second, and so on.
2. The first player shoots, from the edge of the circle (his hand cannot go into the circle), at any of the marbles. To shoot, the player should flip the marble with his thumb; the knuckle of the forefinger should touch the ground. Play proceeds as follows:

- *If the player hits a marble out of the circle, he wins the marble, and he shoots again from wherever his shooter stops.*
  - *If the player doesn't knock a marble out of the circle, but the shooter lands outside of the circle, the player picks up his shooter and the next player shoots.*
  - *If the player doesn't knock a marble out of the circle and the shooter stays in the circle, the player leaves the shooter in the circle - where it can be shot at - and the next player shoots. (A player should always avoid leaving his shooter in the circle.)*
  - *If a player hits another player's shooter out of the circle, he gets all the marbles that shooter has won so far (hence the phrase, "this one's for all the marbles") and that shooter is out of the game; the player who made the shot continues shooting.*
  - *If a player hits another player's shooter but NOT out of the circle, he takes any marble from the circle. He can't shoot for that player's shooter until he hits someone else's shooter. The next player takes his turn.*
3. The game ends when the last marble is shot out of the ring. The player with the most marbles wins the game; all marbles are returned to the circle.

#### VARIATION

For the second version of the game, the setup, procedure, and rules are the same as in traditional marbles, with these exceptions:

- Divide the den or group into two teams; score will be kept by team.
- The player who wins the lag goes first, but turns after alternate by team.
- Place a tight group of 49 marbles in the center of the circle (try a seven-by-seven diamond, something like a larger 9-ball rack):



- If a player's shooter is shot from the circle by another player, that player is not out of the game, but is forced to make all his remaining shots with the entire back of his hand touching the ground.

The game ends when the last marble is shot from the circle; the team with the most marbles wins.

#### FINAL RECOMMENDATION

While one player is shooting, the other players should stand around the other edges of the circle, to block shots and keep marbles from flying around the room.