

TO: 2007 Marble Judges

FROM: Ken Schellin / Jim Berklan

RE: **Pack 71 2007 Marble Shoot, February 24, 2007**

First of all, thanks very much for volunteering to help out during the upcoming marble shoot. Because of the large number of scouts that usually participate, we need lots of adult help for this event. If an emergency comes up so that you'll be late or won't be able to help out, please call **immediately!** We can't do this without everyone who has agreed to help.

Here's an Overview...

The marble shoot is on **Saturday, February 24 in the Fellowship Hall** (the pack's usual meeting place) in the First Presbyterian Church. While the tournament itself won't start until 10:00, **please be at the church by 9:00 a.m.** Between 9:00 and 9:30 we'll be setting up the marble rings and going over any questions you have. By 9:30, scouts should start arriving, registering and having their shooter marbles inspected. The first round of marbles should start promptly at 10:00.

There will be approximately eight rounds of marbles, each one lasting 10 minutes. You'll be responsible for judging at one of the rings, hopefully with at least one round off – if we get enough judges to volunteer.

There will be five minutes between rounds. During this time, judges will turn in the scores for the prior round (hopefully to a "runner"), and scouts will move to the next assigned ring for the next round. When you get to your assigned ring, you'll record the names of the scouts who arrive at your ring for that round and, when all scouts are present at that ring, lagging for turns can begin (see below). The next round of play will begin at the end of the five minutes.

The tournament should end by about noon, followed by a brief awards presentation for the top three scorers in each rank category. You should be done by no later than 12:30.

9:00 - 9:30

We'll be taping down the pieces of felt with the 4-foot diameter rings, pitch lines and lag lines. We have all of the materials we'll need. This will take most of the half-hour, but still should have time left for answering questions you might have about the tournament, judging, etc.

9:30 - 10:00

As scouts arrive, one or two people will "register" them. This involves checking each scout's shooter marble to be sure that it's the right size and that it's not made of metal. The scout will then get his "schedule." Since each scout's schedule pre-assigns him to specific rings for each of the rounds, most boys will compete against a substantially different set of players during each round.

10:00 - 12:00

By 10:00, each judge should be at his/her assigned ring. You'll have a sheet of paper on which you'll need to list the names of the boys who are competing at that ring, for that round. As soon as all boys at your ring are listed, you should start the scouts lagging for turns (see below).

When all boys at all rings have lagged, regular play will begin. You'll be responsible for judging (making sure that the rules are followed) and keeping score. See below for rules and judging tips.

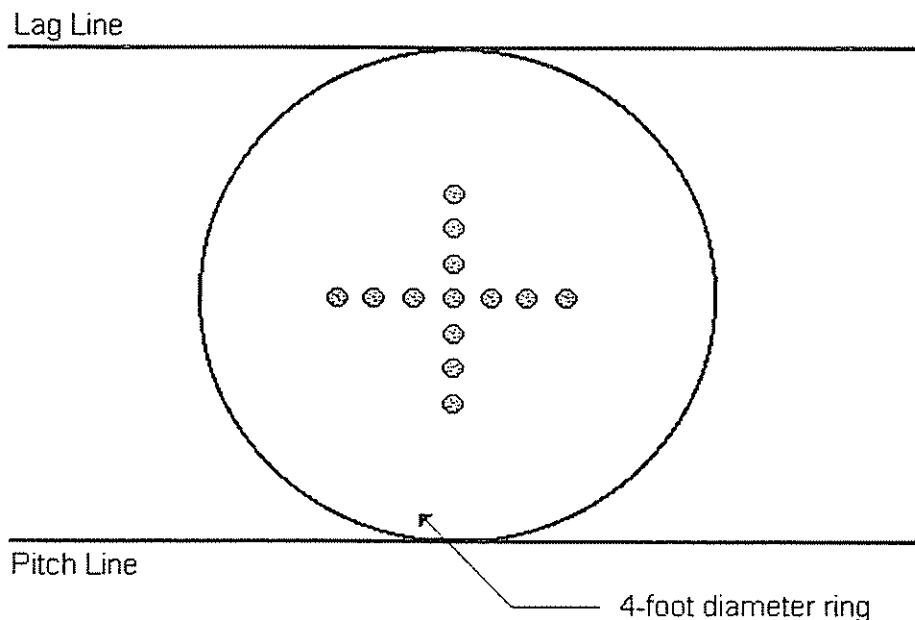
The scouts will move to several other different rings in a fairly random order. For each new round, you'll have a new sheet of paper on which you'll need to list the names of the boys that will be competing. Again, lagging for turns should begin as soon as all boys at your ring are listed.

After lagging for turns, do not allow play to start at your ring until the signal is given. This is the only way to ensure that scouts at all rings get an equal amount of time for each round. If all 13 marbles are knocked out in less than 10 minutes, play ends for that group for that round.

Lagging for Turns

Prior to each round, players will *lag* for turns. This means that each scout tosses or shoots his shooter from behind the *pitch line* toward the *lag line*. The player whose shooter comes closest to the lag line **without going over it** will play first. The scout whose marble is next closest without going over will play second, and so on.

After all scouts who's marbles have **not** gone over the lag line have been taken care of, then the players who's shooters **did** go over the lag line go next. The one closest to the lag line is first, followed by the next closest, and so on.



Rules During Lagging

Very few... The players can toss, roll, shoot or throw the shooter during lagging. They can kneel, stand or lie down. It doesn't matter. What *does* matter is that all marbles must stay in position until all players have lagged and the game's shooting sequence has been determined by the judge (you). It doesn't matter whether one marble knocks another one. The final position of the marbles after everyone has lagged is what determines the game's shooting sequence.

Playing Marbles

The first player, as determined by lagging, takes his first shot from anywhere outside or on the ring line. If he knocks one of the ring marbles out of the ring, he takes another turn starting from

the spot where his shooter stopped. If his shooter also goes out of the ring, he may take his next shot from anywhere outside of or on the ring line. If his shooter stays in the ring, the player must take his next shot from where the shooter stopped.

Each player continues to shoot until he fails to knock one of the ring marbles out of the ring. A player's turn is over if he doesn't knock a ring marble out of the ring. Play continues from player to player until either 10 minutes pass (there will be a signal) or all marbles are knocked out of the ring.

For simplicity in scoring, players who knock marbles out of the ring should hold onto them until the end of the round. When the round is over, those players who have collected marbles should bring them to you so you can credit them with the proper score (one point for each marble). You'll write down the scores for each scout at the ring and reset the marbles in the 'cross' pattern. A "runner" will pick up the score sheet from you, or you can deliver it to the scorekeeper's table.

Rules During Regular Play

While the Cub Scouts Official Marbles Sports Book lists lots of rules, we aren't going to worry about some of them. The ones that you need to be aware of are listed below:

(1) If the shooter slips from a player's hand and travels no more than 10 inches, the player or judge may call "slips." If you believe that it actually did slip and that it traveled no more than 10 inches (you don't have to measure!), you may allow the shot to be taken over again.

(2) If the player releases his shooter without at least one knuckle touching the ground, or if the knuckle that is on the ground is moved before the shooter is released, the player loses his turn. Please use your best discretion, and take into account the experience level of the player. While all scouts are encouraged to use the "knuckle down" method of shooting, they may also "flick" their shooter with a finger if necessary to compete, especially beginners.

(3) Any player who picks up or otherwise stops a marble that is in motion within the ring will lose his turn.

Losing a turn means ... If the player knocked a marble out of the ring, he will not be allowed to take the next shot for which he normally would be eligible. He can, however, keep the point he earned.

Enforcing the rules

You are completely in charge of play at your ring. Use your best judgment to interpret the play at that ring, to apply the rules and to disqualify any player for unsportsmanlike conduct on the part of the scout or his parent/guardian.

If you encounter any problems at your ring, please get one of the organizers involved. You may seek a rule interpretation or ask other questions, but otherwise organizers will not get involved based on a scout's or a parent's request. The request must come from you. We've had only one or two problems like this over the past several years, but you should know what to do if one comes up.

Here are a few recommendations:

(1) In order to keep the game moving, try not to allow "slips" more than once per scout during his turn.

(2) Be lenient, but consistent about having boys keep their knuckles down. (Probably the most common call you'll make is for not knuckling down.) Boys must keep their knuckles down. But you can give a warning to the boy rather than make him lose his turn. Each boy should be allowed one warning for that round.

(3) Don't change your call because of comments or questions from scouts or their parents. Questions from players should be answered during the round, but comments or questions from parents or others should wait until after the round is over. There shall be no coaching from parents once the tournament has begun. **Your decisions are final.**