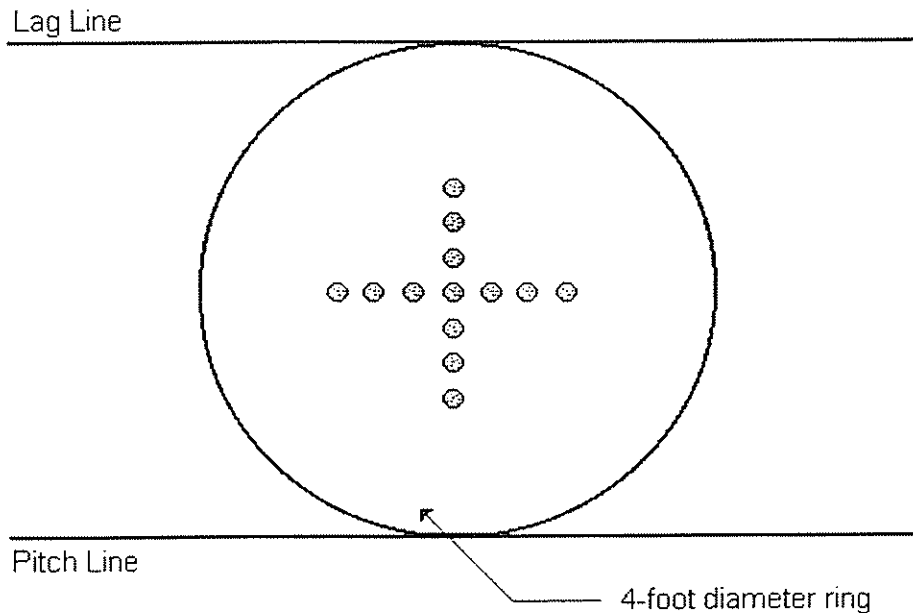


Cub Scout Pack 71
2007 Marbles Tournament
February 24, 2007

The rules for Pack 71's Marble Tournament will be almost exactly the same as last year's. There will be five or six rings, depending on how many scouts participate. Each scout will play seven or eight 10-minute games, facing approximately the same number of opponents in each game. Scouts will **not** be divided by age; at each ring there could be Tigers, Wolves, Bears and Webelos. However, winners will be determined by rank, so there will be a first, second and third place for each age group.

Scouts must bring their own shooter marbles, which must be no smaller than 1/2-inch and no larger than 3/4-inch in diameter, and they can not be made of metal. Each ring will be 4 feet in diameter, with a pitch line and a lag line:



Lagging for Turns

Each game will start with players *lagging* 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. Then, the next closest that went over the line goes, and so on.

Regular Play

Each player starts regular play by shooting from any spot outside of or on the ring line. His objective is to knock one of the 13 marbles in the ring (see picture) out of the ring by hitting it with his shooter. If he does, he takes another turn starting from the spot where his shooter stopped. If his shooter also goes out of the ring, he may start his next shot from anywhere on or

outside of the ring line. If his shooter stays in the ring, the player shall start his next shot from where the marble stopped.

For each marble that a player knocks out of the ring, he gets one point. His turn continues until he shoots and does not hit any of the original 13 marbles out of the ring.

Following each 10-minute round, scouts will have five minutes to move to the next assigned ring and complete lagging for turns; then they'll compete with a new set of players. Tournament judges will total each player's score for a given game played and hand in a tally sheet to the scorekeepers. The players with the most points, by scout rank division, at the end of all games will be the winners.

Rules You Should Know

(1) Play will start promptly at 10:00 a.m. Because time will be needed to register players, they are strongly encouraged to **arrive at Fellowship Hall in the First Presbyterian Church between 9:30 and 9:45 a.m.** If they're early, they'll have a chance to practice. But if they're late, they'll have less of an opportunity to win points.

(2) If the marble slips from a shooter's hand and travels no more than 10 inches, the player or judge may call "slips." If the ring judge believes that the action should count as slips, the shot may be taken over. Judges are urged to use discretion, particularly with beginners.

(3) If the player shoots the marble without at least one knuckle touching the ground, or if the knuckle that is on the ground is moved before the marble is released, the player will lose his turn. Players are urged to use a traditional "knuckle down" method but also may "flick" their shooter with a finger to remain competitive.

(4) Any player who changes shooters in the middle of the game must leave that game. A player who talks with a "coach" during play gives up all marbles he has won up to that point in the game. **Any player who picks up or otherwise stops a marble that is in motion within the ring will lose his turn.**

(5) The ring judges have complete charge of the play. He or she can interpret all rules and have the power to disqualify any player or coach for unsportsmanlike conduct. The ring judges' decisions are final.

The Cub Scouts official **Marbles Sports Book** lists all of the rules and offers numerous suggestions on how to learn to play the game. The above rules are the most significant ones from the Sports Book, and will be enforced by the judges in order to be consistent with the Council tournament. **Reading this book and practicing at home are strongly encouraged!**