

# MARBLE JARGON KEY

**Aggie marble:** made of mineral agate

**Alley marble:** made of alabaster or marble

**Alley law:** the offensive marble set aside for shooting

**Back to law:** when a player needs to return to where he shot last

**Bombies:** dropping your marble onto another marble

**Boss:** a large playing marble

**Bull ring:** a large round ring for playing marbles

**Burns:** a call by a player which allows him to roll his marble again after his shooter has hit some object that deflected it from the desired direction

**Bat's eye:** marbles have a swirl of color inside

**China alley:** a marble made from chinaware with rings painted in different colors

**Chuck:** a shooter that remains in the ring after being rolled towards marbles in the ring

**Clearies:** a call that gives permission to clear obstacles from the ground before the defensive marble

**Clip:** the act of hitting a marble

**Ccommie:** common marble, plainest looking marbles

**Dob:** a large marble

**Downsies:** a call demanding that the shooter keep his knuckles on the ground when shooting

**Dubs:** when two or more marbles are knocked out of the ring with one shot

**Drop:** an expert marble player

**Dubs:** a call that gives the player right to take all marbles, or no dubs to revoke the right

**Earnest:** a game in which players keep the marbles they knock from the ring

**Edger:** a marble or law that is near the edge of the ring or shooting line

**Fairsies:** rules of playing in which each player gets back his or her marbles at the end of the game

**Friendlyes:** you give back the marbles you've won at the end of a game

**Fudging:** moving your hand forward while shooting

**Fumble:** to allow the marble to slip from the hand when shooting

**Hand span:** the width of your hand

**Histing:** lift your knuckle as you shoot

**Jumpsies:** shooting your marble in such a way that it jumps into the air and hits the target marble on landing without hitting the ground first

**Keepsies:** rules that any marbles that a player loses are not returned at the end of the game, but kept by whoever won them

**Knuckle down:** put one knuckle of your shooting hand on the ground as you shoot

**Lucky:** last in order of shooting

**Lagging:** in marbles you don't flip a coin to see who goes first. You shoot or bowl a marble from the pitch line to another parallel line called the lag line

**Lag line:** the line you throw toward when lagging

**Mibs:** target marbles, the ones you shoot at

**Mibster:** a marble player

**Pitch line:** the line you stand behind to lag

**Pot:** collection of marbles that every player adds to for playing a game

**Poon:** to shoot at a marble from a long distance

**Shooter:** the marble you shoot with. It may be slightly larger than a regular marble. Some players have favorite or lucky shooters

**Shooting line:** the line behind which you stand and shoot in a game

**Slip:** when a marble slips out of a player's hand accidentally

**Snooger:** term used in ringer to describe a target marble that is near the rim of the ring

**Shoot:** to roll pitch, or move a marble in the direction of a target

**Shooter or tow:** the offensive marble

**Smug:** to grab all the marbles and run when some action might break up the game

**Target marble:** the marble you want to hit

**Taw marble:** between one-half inch and three-fourths of an inch in diameter and used as targets

**Taw line:** line behind which you shoot