

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

Cat'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 bow 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

Taw line: line behind which you shoot