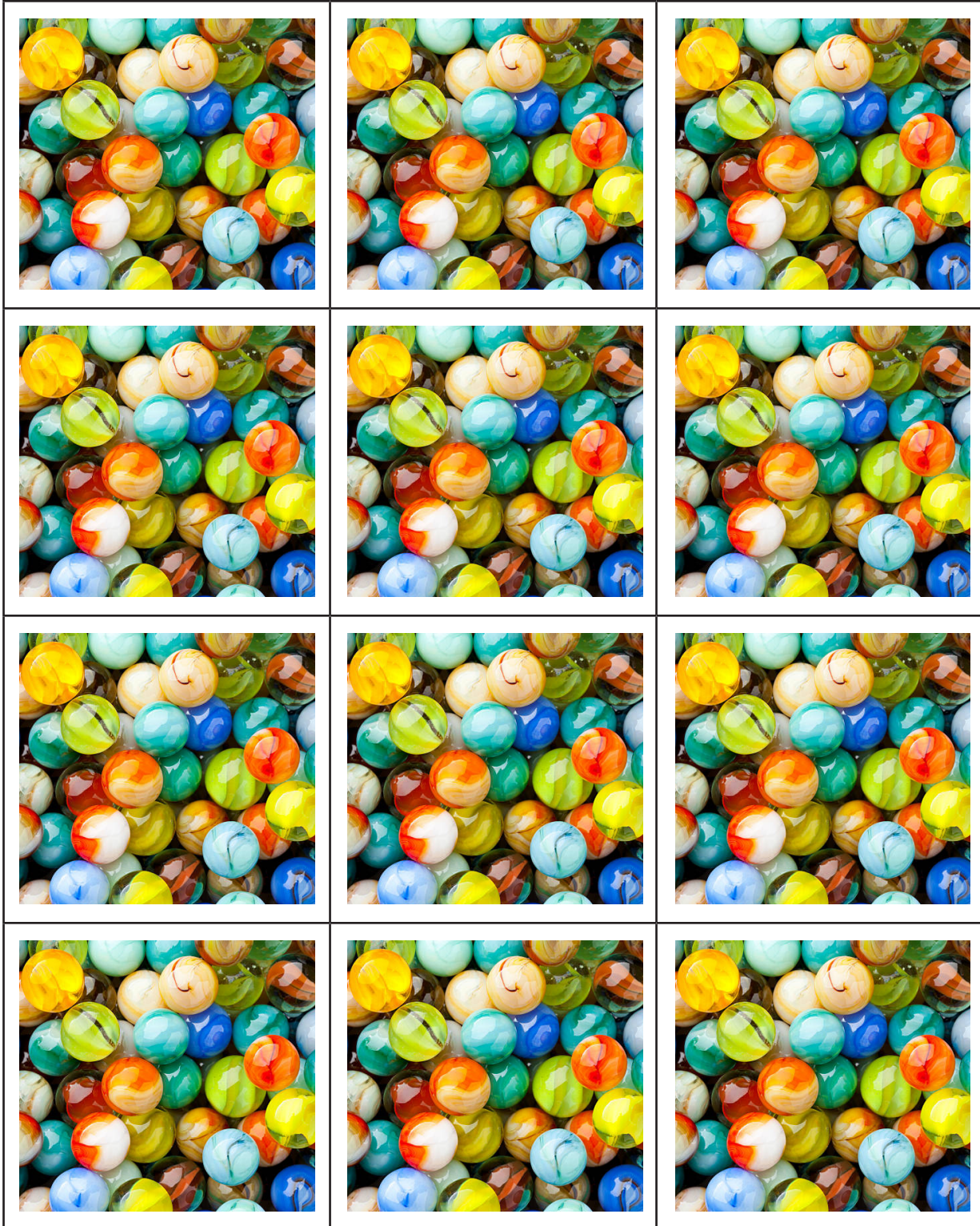
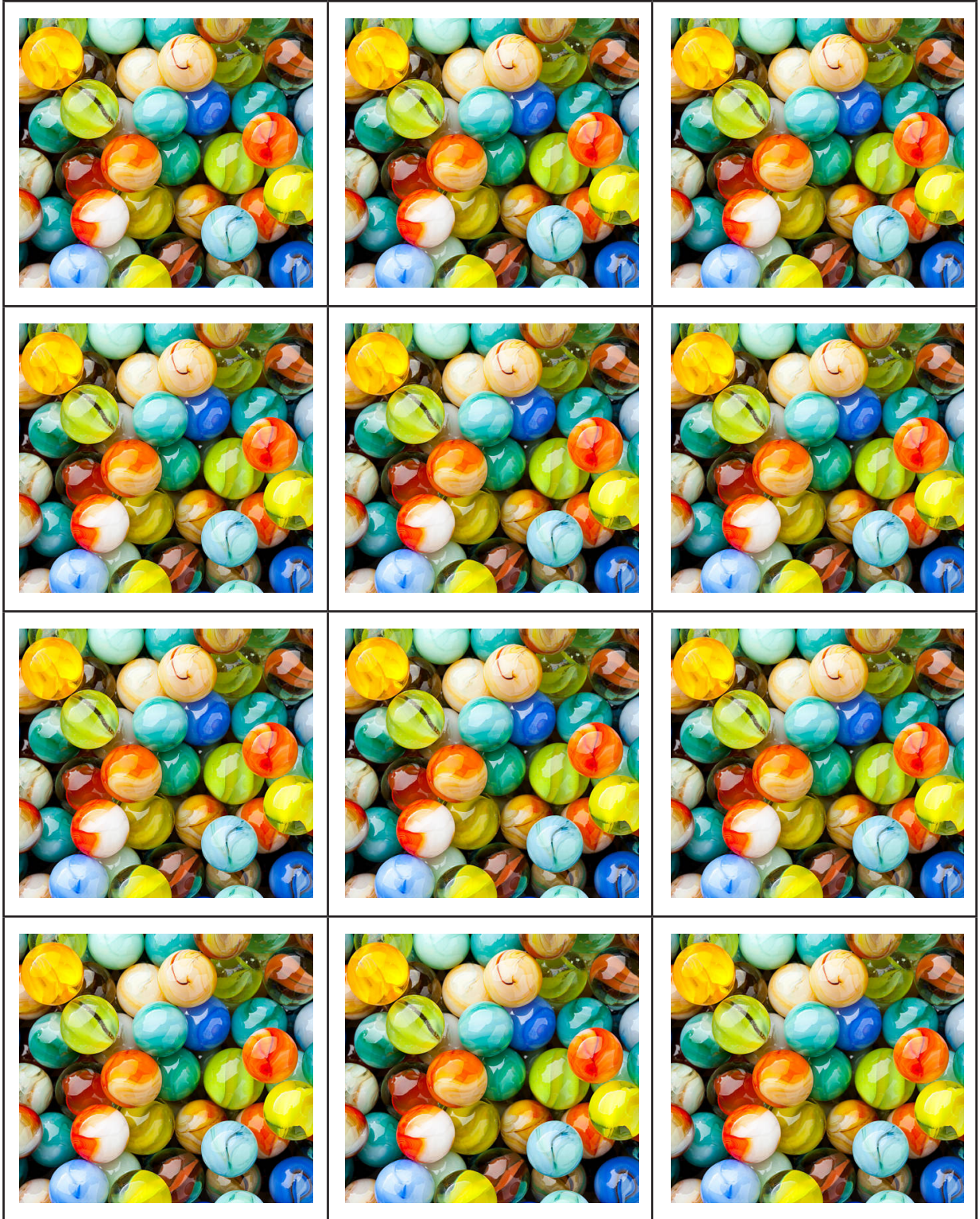


MARBLE JARGON

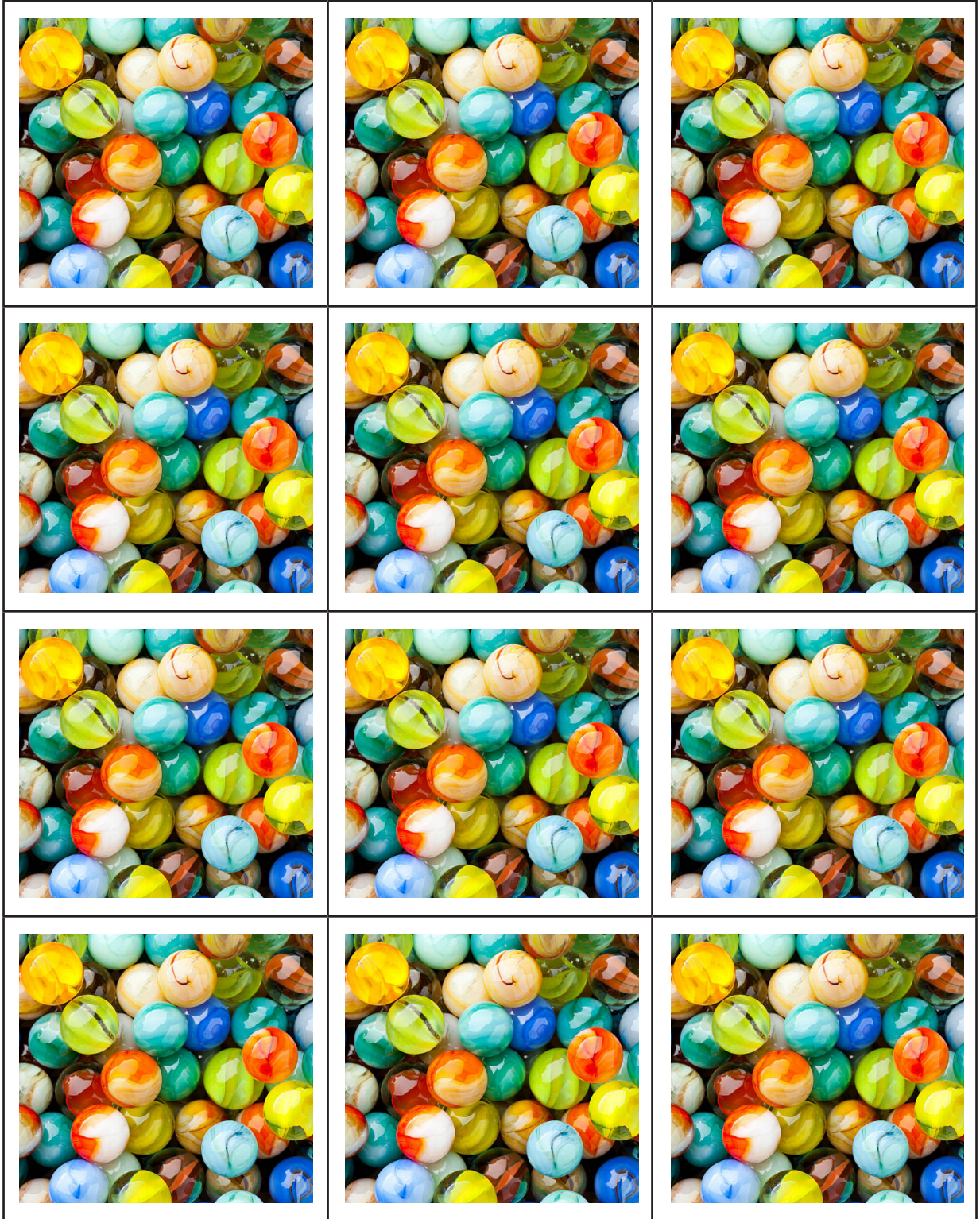
(Print this resource double-sided)



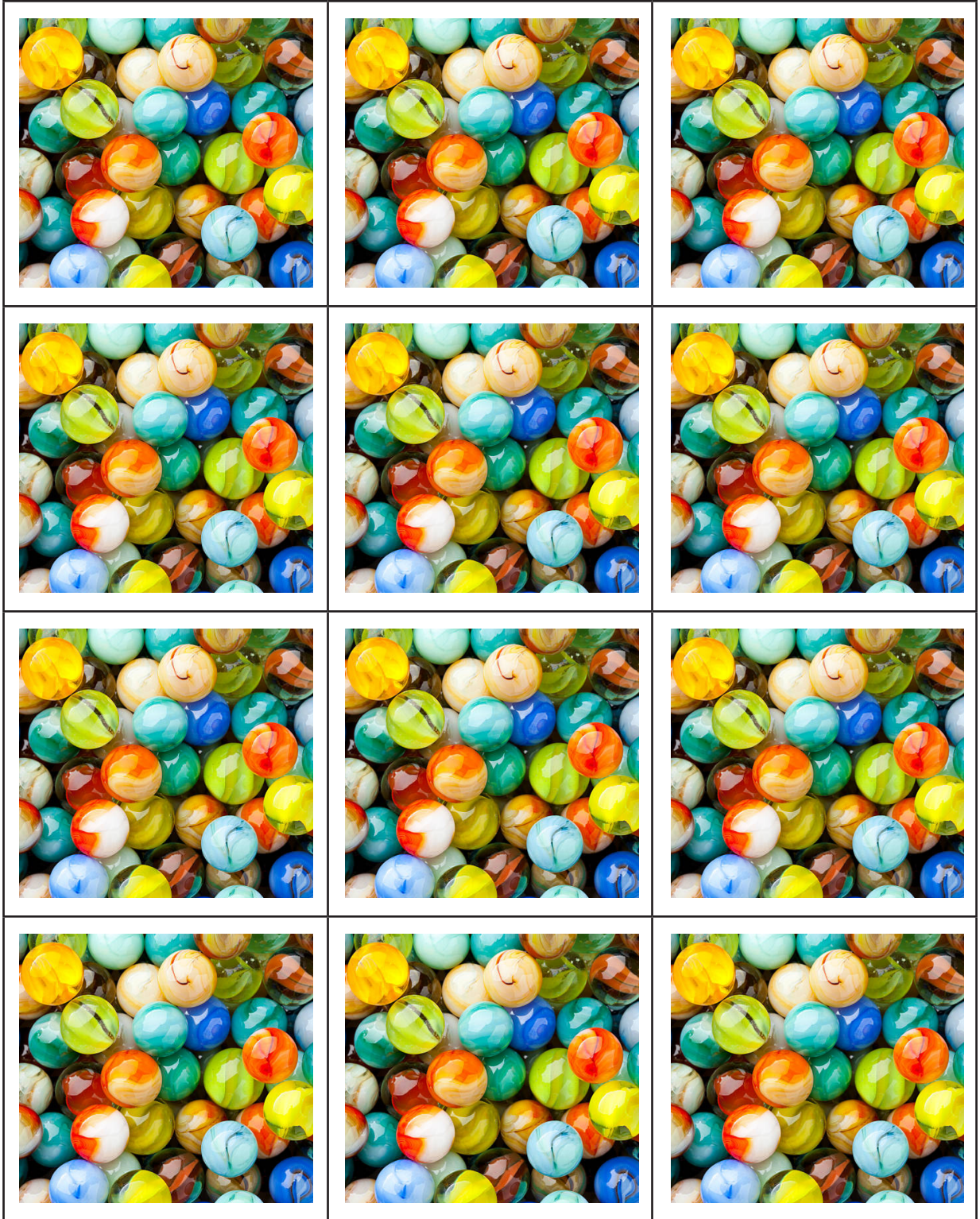
Aggie marble	Alley marble	Alley taw
Back to taw	Bombies	Boss
Bull ring	Burns	Cat's eye
China alley	Chuck	Clearies



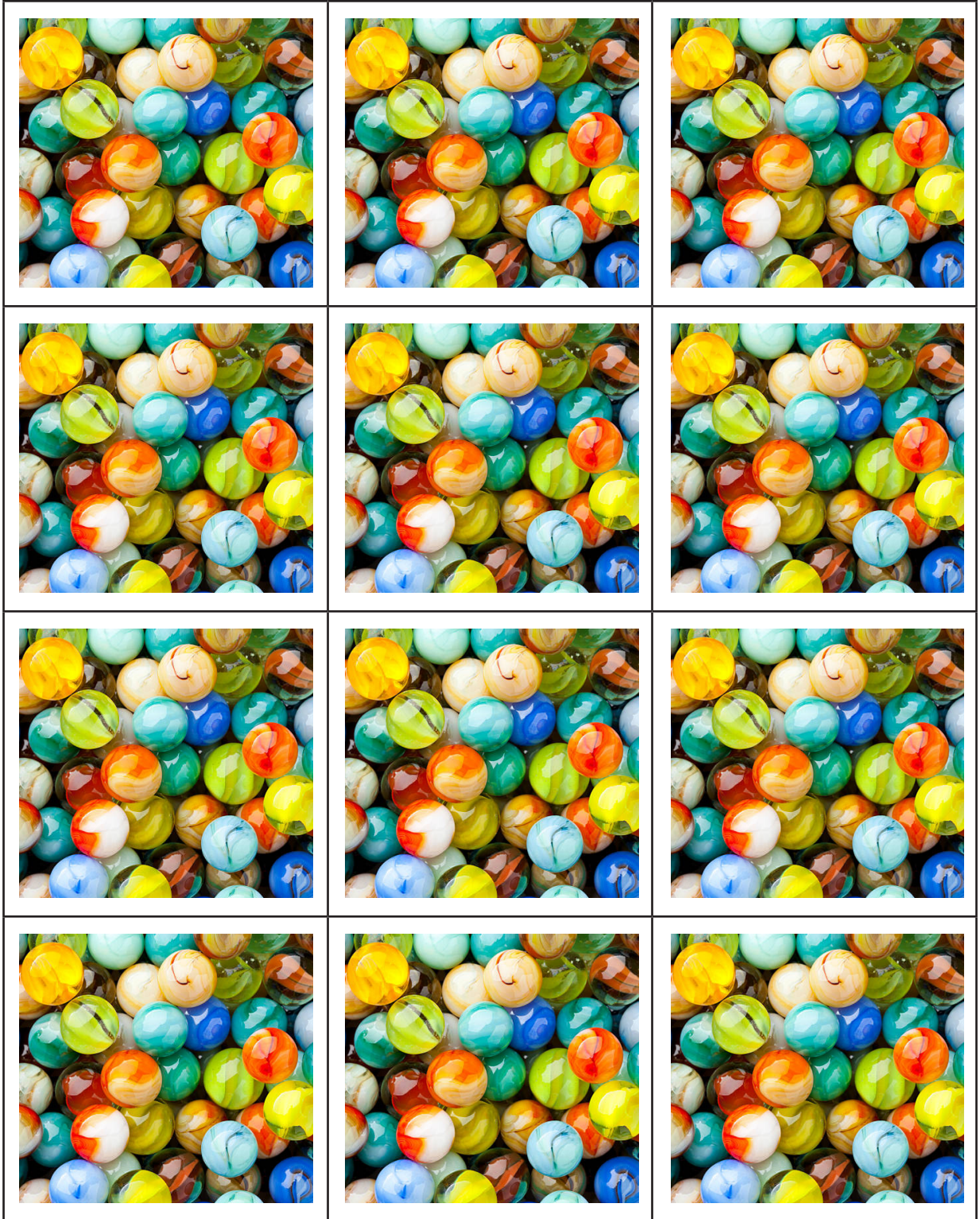
Clip	Commie marble	Dob
Downsies	Dubs	Drop
Dubs	Earnest	Edger
Fairsies	Friendlies	Fudging



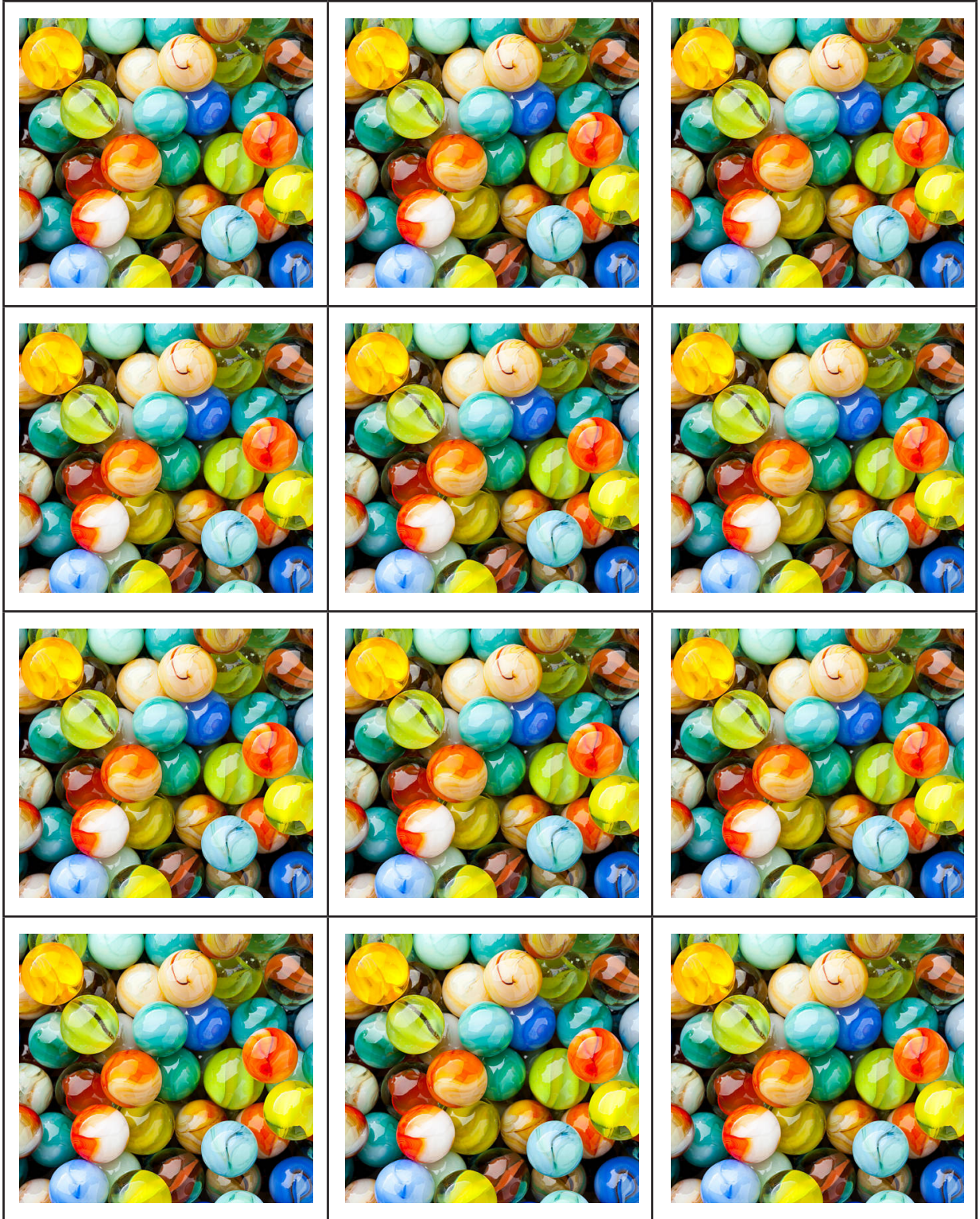
Fumble	Hand span	Histing
Jumpsies	Keepsies	Knuckle down
Lacky	Lagging	Lag line
Mibs	Mibster	Pitch line



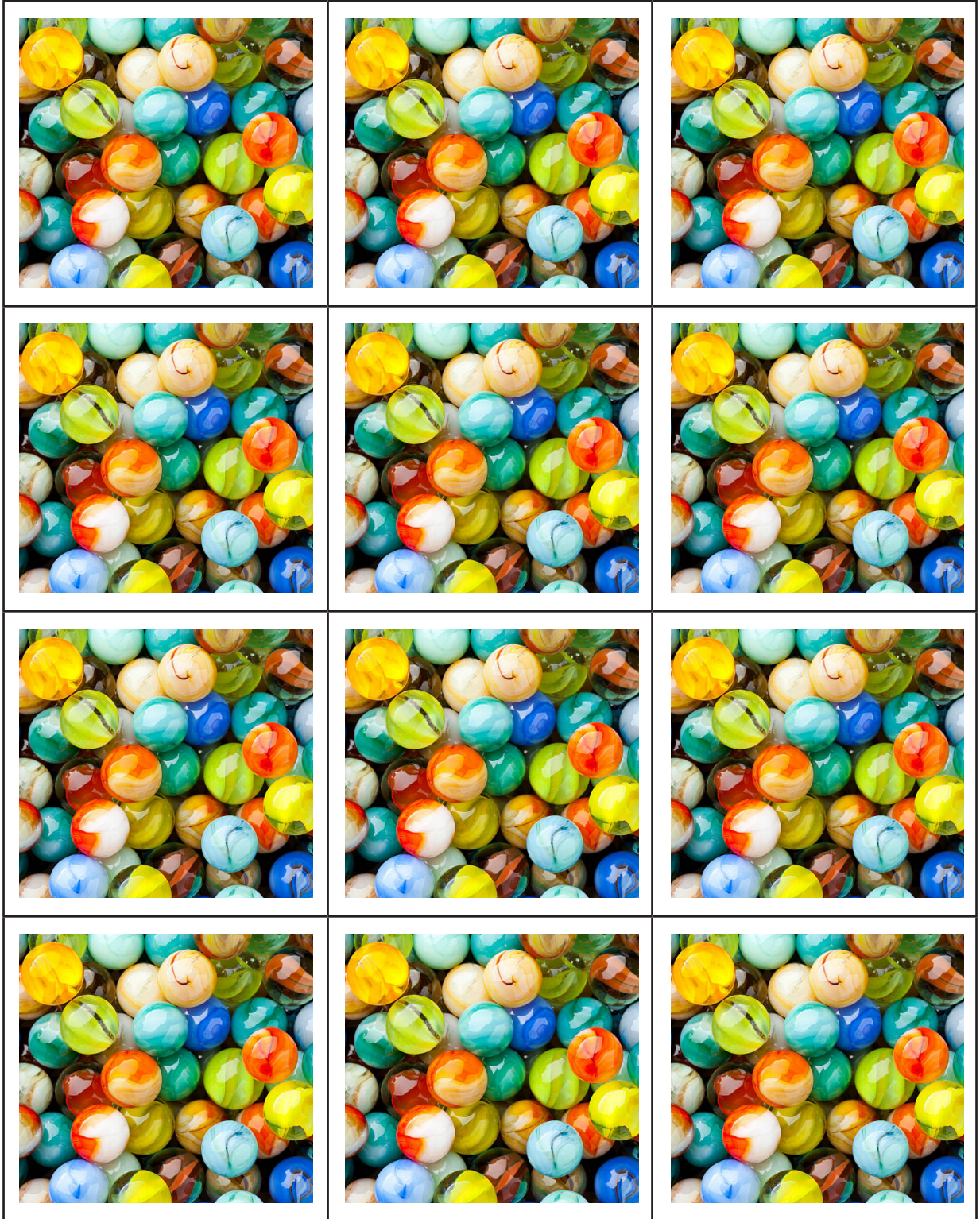
Pot	Poon	Shooter
Shooting line	Slip	Snooger
Shoot	Shooter or taw	Smug
Target marble	Taw marble	Taw line



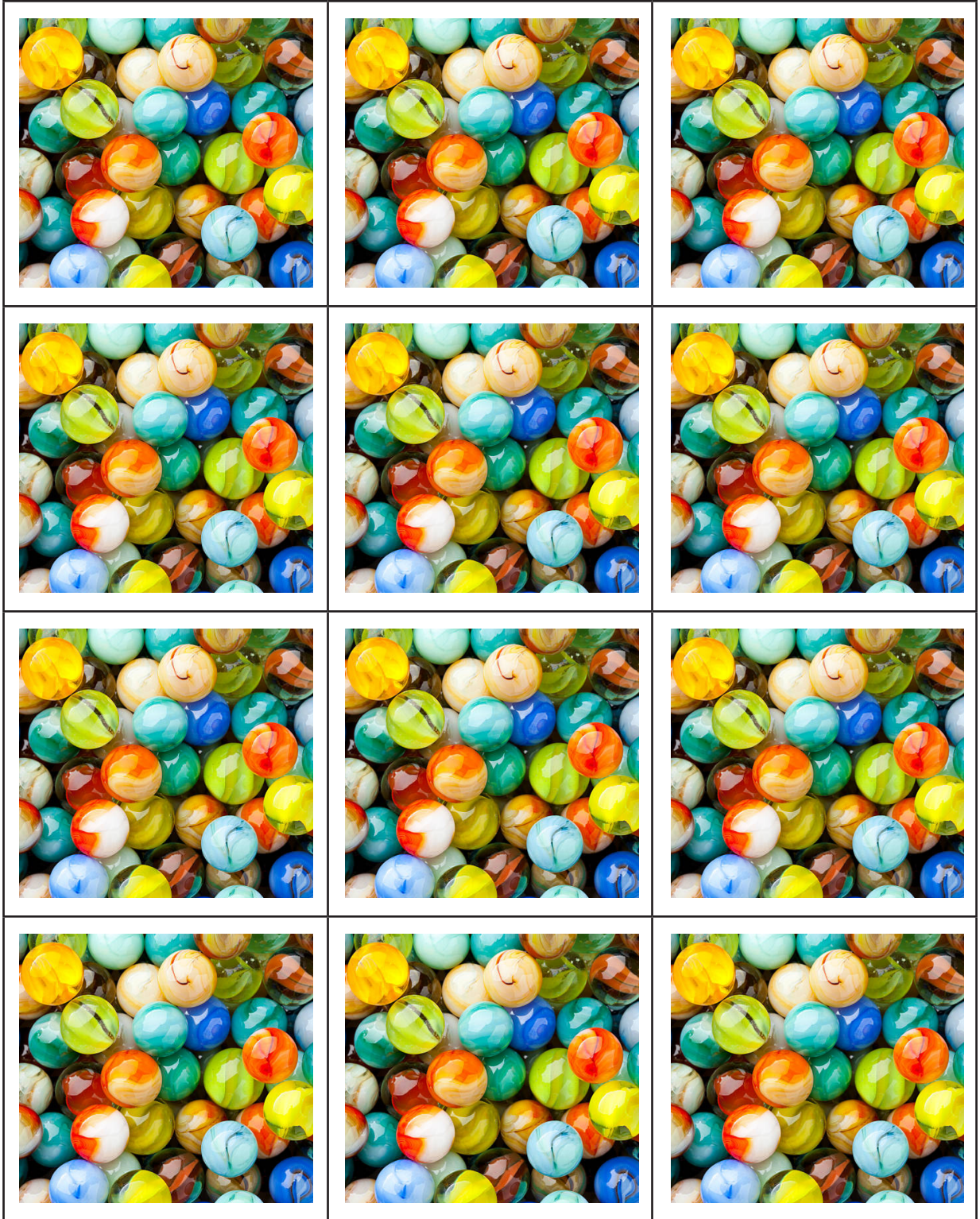
made of mineral agate	made of alabaster or marble	the offensive marble set aside for shooting
when a player needs to return to where he shot last	dropping your marble on another marble	a large playing marble
a large round ring for playing marbles	a call by a player which allows him to roll his marble again after his shooter has hit some object that deflected it from the desired direction	marbles have a swirl of color inside
a marble made from China ware with rings painted in different colors	a shooter that remains in the ring after being rolled towards marbles in the ring	a call that gives permission to clear obstacles from the ground before the defensive marble



the act of hitting a marble	common marble, plainest-looking marbles	a large marble
a call demanding that the shooter keep his knuckles on the ground when shooting	when two or more marbles are knocked out of the ring with one shot	an expert marble player
a call that gives the player right to take all marbles, or no dubs to revoke the right	a game in which players keep the marbles they knock from the ring	a marble or taw that is near the edge of the ring or shooting line
rules of playing in which each player gets back his or her marbles at the end of the game	you give back the marbles you've won at the end of the game	moving your hand forward while shooting



to allow the marble to slip from the hand when shooting	the width of your hand	lift your knuckles as you shoot
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	rules that any marbles that a player loses are not returned at the end of the game but kept by whoever won them	put one knuckle of your shooting hand on the ground as you shoot
last in order of shooting	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	the line you throw toward when lagging
target marbles, the ones you shoot at	a marble player	the line you stand behind to lag



collection of marbles that every player adds to for playing a game	to shoot at a marble from a long distance	the marble you shoot with, it may be slightly larger than a regular marble, some players have favorite or lucky shooters
the line behind which you stand and shoot in a game	when a marble slips out of a player's hand accidentally	term used in ringer to describe a target marble that is near the rim of the ring
to roll pitch, or move a marble in the direction of a target	the offensive marble	to grab all the marbles and run when some action might break up the game
the marble you want to hit	marble you are shooting with, the shooter	line behind which you shoot