

AQUILA DISTRICT MARBLE TOURNAMENT
 SYLVESTER MIDDLE SCHOOL, 16222 Sylvester Rd SW, Burien
 FEBRUARY 1, 2003 ** 9 am-12 noon

The scouts will play 7 games of marbles against boys of their own rank. At the end of 7 games, the scouts with the most marbles won will earn trophies. Trophies will be given for 1st, 2nd, and 3rd places for each level (Tiger, Wolf, Bear and Webelos). All scouts will receive certificates and marble segments to wear proudly on their uniforms.

THE GAME OF MARBLES

The playing field for marbles for this tournament is a circle 5' in diameter. Target marbles are arranged on two lines that cross in the center of the circle, one marble at the center and three on each arm of the cross, spaced about 3" apart. Order of play is determined by lagging: each player stands at the edge on one side of the circle and tosses his shooter trying to come as close as possible to the edge on the other side of the circle. Player coming closest shoots first, next closest next, and so on. A player starts by shooting from any spot outside the ring, trying to knock a target marble out of the ring with his shooter. If he is successful he claims the marble or marbles knocked out and shoots again. He continues to shoot as long as he knocks a target marble out of the ring on successive shots. When no target marble is knocked out, the next player's turn begins. Play continues until all target marbles are gone or until one player has knocked 7 marbles out (whichever is first). Cubs will keep all marbles won, and will present them to claim prizes.

ADDITIONAL RULES

1. Shooters may not be smaller than 1/2" in diameter and no larger than 3/4" in diameter and may not be made of metal.
2. At least one knuckle of the shooting hand must touch the ground when shooting and the hand may not be moved during shooting (no fudging or hunching).
3. If a law (shooter marble) slips from the player's hand and travels no more than 10", the player may call "slips". If the referee agrees that it was a slip and not simply a missed shot, the player is then allowed to replay his shot from the original position. The decision of the referee is final.
4. A player may not change shooters during the course of a game unless the referee agrees that the shooter has been damaged. PENALTY: Disqualification from that game.
5. Players must not walk across marble ring except when shooting, or interfere with a player currently shooting. PENALTY: After one warning, the player will forfeit one marble per offense. The penalty marble is placed on cross and is then available for play.
6. A player may not communicate with coach during a game. PENALTY: Forfeiture of all marbles knocked out. (Yep, this one's in the books –WILL NOT be enforced during this tournament except with warning when it interferes with play.)
7. If the shooter returns and strikes any part of the player's body, the player will lose his turn, but will keep marbles knocked out. (This happens when severe backspin is used.)
8. A player not available and ready to take his turn at the proper time will forfeit his turn.
9. Any question of whether a target marble is in or out of the circle is the sole decision of the referee.

Marble belt loop and sports pin requirements can be found in the Cub Scout Academics and Sports Program Guide.

(Cut here and mail with payment)

PLEASE PREREGISTER BY JANUARY 29!! Fill out section below completely (including rank and pack number) so that information is accurate for registration database. Thank you!

Name of Scout	Rank (Tiger, Wolf, Bear, Webelos) for determining placement	Pack number _____
_____	_____	Contact name/phone:
_____	_____	_____
_____	_____	# of boys _____
_____	_____	x \$5.00 each (\$6.00 at the door)
_____	_____	= \$ enclosed _____

Mail payment to: Aquila District Marble Tournament
 Chief Seattle Council
 PO Box 440408
 Seattle, WA 98114-4408

Acct # 1-8701-609-20

Direct questions to: Randy Guzzardo (206) 444-0877