

# How to Hold and Shoot a Marble

(When teaching one-on-one)

You shoot marbles with the same hand you use to write and draw.



Fold your thumb into your palm so your knuckle is level with the top of your index finger.



Fold your last two fingers into your palm so your index and middle fingers are the only ones extended. Place your shooter marble at the tip of your fingers. Then roll your fingers around the marble, holding it tight against your thumb knuckle. Your middle finger should be holding the tip of your thumb in place. To shoot - kick your thumb out!

## BACKSPIN (advanced)

Place the back of your hand on the ground and hold your shooter against the top corner of your knuckle. When you kick your thumb out, it moves underneath the shooter causing it to spin backwards as it's projected forward.

Photos of Hand: 1973 National Marbles Champion, Debra Stanley-Lapic - the most winning female marbles coach in the history of American tournament play.



# How to Hold and Shoot a Marble

(When teaching groups of children)

1.) You shoot marbles with the same hand you use to write and draw.



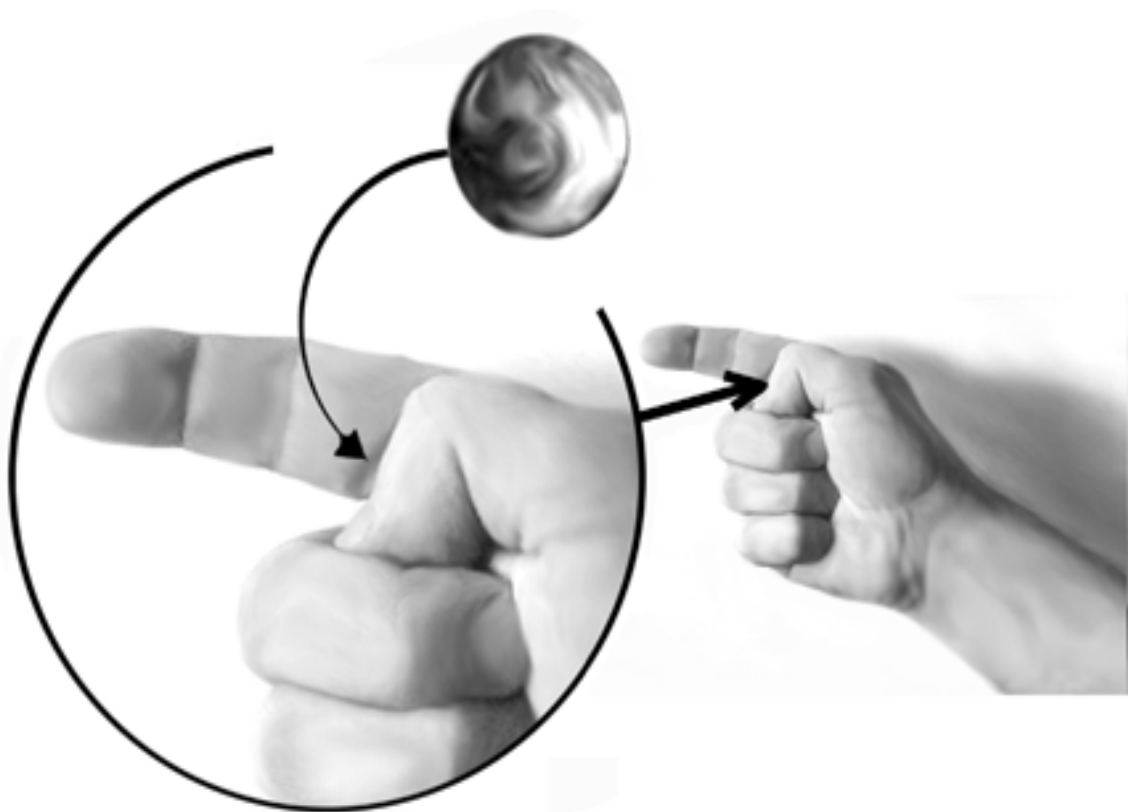
2.) Fold your thumb into your palm, keep your thumb knuckle level with your index finger



3.) Make a fist, keeping your thumb knuckle level with your index finger



3.) Another view showing the thumb knuckle level with the index finger



4.) Stick out your index finger

The tip of your thumb is held in place by your middle finger.

The shooter marble goes in the middle of your thumb knuckle.

5.) Wrap your index finger around the shooter and hold it tight. Keeping a firm grip on your shooter will help give your shot force and better aim.



6.) Kick out your thumb to shoot the marble from your hand.

No other part of your hand should move



**RULE:** You must keep one knuckle on the ground at all times when you shoot. Lifting your hand off the ground is **HISTING**, is against the rules and results in a penalty.

**RULE:** You cannot move your hand forward while shooting. This is called **HUNCHING**, is against the rules and results in a penalty.

**RULE:** If the shooter slips out of your grip and does not travel more than 10 inches, the player may call out the word **SLIPS** and they will be given another chance to shoot.

## BACKSPIN - the technique of champions

Turn your hand so the back of your hand faces the ground



Hold the shooter up high against your knuckle - the top corner of your knuckle.

When you kick your thumb out - your thumb will move out under your shooter causing it to spin backwards as it's projected forward.

When a shooter spinning backwards hits a target marble, the shooter marble tends to stop upon impact and the target marble is sent speeding towards the ring-line.

This is called a STAY.

If a player knocks a target marble out of the ring, and their shooter stays inside the ring, the player gets to go again and continues shooting until their shooter leaves the ring or they fail to knock a target marble out of the ring.



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