

Marbles terminology

The material in this document derives from two sources. Some of it is cited directly from the material supplied by school students in response to Section 7 of the original questionnaire. Some of it is material provided by students during school visits. This material varies considerably in the degree to which it is a direct citation of what was said, or a digest of the information provided.

General Descriptions

R4

“You face someone to play it and if you win you get a bigger marble and if you get it in a hole.”

S4 – visit material

Knock out, tic-tac-toe, pings

T5-WR2 – visit material

Holies/holes, clicks, fall-backs.

T5 – visit material

Hole, clickies, version like pool.

V8-AK27 – visit material

Play into holes or gutters.

X9 – visit material

Hole-in-one, tic-tac-toe, closest to the wall, eagle's eye (= eyedrop from elsewhere).

Z12-RT3 – visit material

Clicks, in the hole, tapsies (if tap a marble with your marble, they have to play you for it)

Z13

You have to flick all the marbles into a hole and the person that flicks the last marble in the hole wins all the ones in the hole.

Z14

Rules: Each person throws their marbles at the hole. The person to get the last marble into the hole wins the marbles.

T15-NP1 – visit material

Games includes holsies and clipsies. Can have back out or no back out. Strategies or strats too complex to understand from description.

S16

1. There are all lots of kinds of marbles and they are worth different things.

2. One rule is you are not allowed to take a step up to the marble, otherwise it is a carry.
- 3 You throw the marble and you aim and try to hit the marble the other person is playing you.
- 4 and if you hit the other person's marble, you win.
- 5 You can say "Usies". That means you can use the other person's marble and "no chickens" means that you have to go for them every shot.

e15 – visit material

Knock marbles out of a square, into a hole, or hit other's marbles.

b16-HS4 – visit material

Roll at a marble and if hit keep it; knock a marble out of a circle to keep it.

W17 – WA1

Find a partner to challenge. You have to roll a marble into a hole in the ground. If you get it in, you keep the marble. If you miss the hole, it's the other person's turn.

W18 – visit material

Dropsies, eye-droppers, knock marbles out of a circle (each has to put in 5 to start), have to hit big marbles twice

V21-WN4 – visit material

Flick them into the hole and the last one to get there keeps the lot, or throw at a wall and the one nearest the wall keeps them.

V21-WN15 – visit material

If you win a game of marbles you choose one marble of the opponent's to keep rather than keeping all you win.

V21 – WN22

The first person who **sinks** their marble in the hole has to sink the other person's marble to win.

L23 – visit material

In marbles, you have to hit a big marble twice to win it. Eye-drops are used if you can put your foot between the two marbles.

O28 – CH5

Marbles: not very popular.

K31 – TM1 – visit material

Donkey drop is a term offered but not described.

C33 – visit material

You fire at a target marble (a big one) and when you hit it, you get all the little marbles that have been trying (and failing) to hit the target. No opposite of keepsies.

D36

Play marbles by throwing big marbles into a circle of little ones, and keeping the ones you have knocked out.

C37 – IV1

The last marble in the crack wins.

Names of marbles

V8-AK27 – visit material

Toothpaste is black yellow orange? Turtles are green, yellow and orange.

X9 – visit material

Godfather is bigger than grandma.

W12

Names for different kinds of marbles:

Catseye – clear glass with central eye-shaped coloured insert.

Galaxy – looks like a planet.

Tonk – a large marble.

Devil's Eye – red with a yellow line through it.

Grandfather – Large, the size of a pool table ball.

Tronk – Bigger than a tonk, smaller than a grandfather.

c12

Names for different kinds of marbles:

Titanic

Bomby

Grandma

Grandpa

Log

Brumbies

W18 – visit material

Grandfather is tennis-ball size.

V21-WN4 – visit material

Any tinted cleary is a princess.

O28 – CH5

Marbles are sometimes called turtles because of their colour. The different sizes are called bankers and minis.

Names of Marbles Games

c12

Names of games:

Marbles

Friendlyes

Keepses
 Play backs
 Replay
 Backs cancel
 Quit play backs

Q21 – NL2 – visit material

Eye-drop and roll-away (no explanation of the last).

C37 – IV1

Kingies: You have two players who have turns trying to get the marble in the crack. Variations: all the marbles have to be in the crack.
 You can play for keeps or friendly.

Methods of Moving Marbles

Z14

Types of flicks:
 Ordinary flick
 Double flicks
 Flunker
 Rockets
 Pickups
 Hooks
 Taps

W17 – WA1

Eye-drops: drop the marble from your eye into the hole or onto another marble.
 If you make it, you win.
 Flicksy: flick the marble into the hole
 Supersonic: flick the marble hard as so it goes real fast
 Dinosaur: flick the marble with the 3rd finger
 Dropseys: drop marble using thumb and index finger at another marble.

C37 – IV1

Clicks: the marble has to make a click sound as it touches.
 Eye drops: You have to drop the marble from above and hit the other person's marble.

Knucklebones

T5 – WR2

“There's a game called knucklebones.
 What you do is get five stones or knuckle bones and hold them. Chuck them in the air and make them land on the back of your hand.
 But if it doesn't land then you're out.
 There are stages: it's 1's to 4's. Scatter 1's to 4's etc.”

“Knuckle bones is a game you would usually play with fake/plastic or metal sheep knuckles.

Directions on how to play knucklebones:

Ones: You chuck the 5 knucklebones up in the air and catch them on the back of your hand. Flick your hand up and catch them in the palm side of your hand and if any have dropped you pick one up and chuck it in the air. Pick up another one and catch the one you chucked in the air.

Twos: do the same as ones but when you get to the dropped ones you have to chuck one in the air and use your hand to sweep it to another one. Catch the one in the air then chuck it up again and pick the 2 of them up.

Threes: the same as twos but sweep 3 together and chuck the knucklebone up and pick them all up.

Fours: The same as threes but sweep and pick up 4.

Scatter Ones: Hold the knucklebones and kind of flip/scatter the knucklebones. Pick up one. Chuck it in the air and pick one by one them up, but in separate chucks.

Scatter twos: the same as scatter ones, but you have to pick up 2 and you're not allowed sweeping.

Scatter threes: the same as scatter 2s but you have to pick up 3. No sweeping.

Scatter fours: same as scatter 3s but pick up four. No sweeping.”

V8 – AK18

“You do things – activities – in order, e.g. onesies, twosies, threesies, Horse in the Stable, Over the wall, etc.”

V8 – AK30

Play by the instruction booklet.

“Need to throw the knuckles in the air and then need to catch them. I learnt this off my mum.”

e15

We use stones.

Scatters

Over the wall

Horses in the stable

Catching flies

Dumps

Overhand scatters

S16

In this order:

Overhands 1, 2, 3, 4

Scatters 1,2,3,4

Overhand scatters 1,2,3,4

Clicks

No clicks

Little juggles

Big juggles

Dumps

Over the line
Over the jump
Arch
Horse in the stable
Catching flies

V21 – WN23

This is the house that Jack built.

E31

“You have 5 knuckle bones and you just throw them up and try and get them to land on your hand. Then try and pick them up. You just follow the rules”
“Follow book of rules which comes with the pack.”

C37 – IV1

Have 5 knucklebones – real, plastic or aluminium. Hold the bones in the palm of your hand. Throw them up and catch them on the back of your hand and back into the palm again. You try to catch in order 1, 2, 3, 4, 5.

Dumps – You dump them in a pile and pick them up in order 1-5.

Scatters – you throw them on the ground and pick them up in order.

Clicks and no clicks – make the sound or no sound as you pick them up.

Horse in the Stable – one hand makes the stables – tips on ground, fingers apart.

The other hand sweeps the bones into the stable

There are variations played the Maori way with stones.