



TUMBLE-RINGS

A Lawn Game

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TUMBLE-RINGS

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"TUMBLE-RINGS" may be played on any fairly level lawn or ground. The main object of the game is to make the TUMBLE-RINGS catch on a loosely-suspended chain by rolling them to it.

The chain together with the pickets is called the "PICKET-LINE". Press the pickets firmly in the ground spacing the tops of the pickets 2 feet apart. Attach the hooks to the pickets and fasten the chain so that it droops loosely. Shorten or lengthen it a link or two until the center of the chain is not higher from the ground than one half of a TUMBLE-RING held up on edge as a gauge.



Two different ways of holding a TUMBLE-RING are shown. You may find a better way. Notice that the extreme tip of the index finger pressed against the tip of one of the flukes. Never toss or throw a TUMBLE-RING. Stand only a few feet from the PICKET-LINE. Grasp a TUMBLE-RING carefully in the proper manner. Aim for the center of the chain. Stoop rather low, allow your arm to be fully extended, swing your arm slowly and release the ring when it is barely off the ground. The tip of your index finger should be the last part of the hand to touch the ring to give it a smooth rolling motion. Notice how the ring rolls and where it stops. Important plays are named,-

"BITE" :- The TUMBLE-RING catches on the chain; or stops in some position with the chain through it or between its flukes.

"NIBBLE" :- The TUMBLE-RING catches only for a moment and then falls off the chain.

"PASS" :- The TUMBLE-RING rolls under or vaults over the chain and falls clearly beyond it.

"JACK" :- The TUMBLE-RING comes to a stop, up on edge, so that it raises the chain at some point.

"IDLER" :- The TUMBLE-RING twists around and finally leans up against some part of the PICKET-LINE.

GAME for TWO PLAYERS :- Each player uses two TUMBLE-RINGS. Rolling distance on smooth lawn or ground, - 25 feet; on uneven lawn or ground, - 15 feet. Each player rolls one TUMBLE-RING at a time until the four rings have been rolled. This is an "INNING".

SCORING :-

BITE scores 5 points as soon as made.

NIBBLE scores 1 point.

PASS scores 1 point.

JACK :- A JACK remaining at the end of an INNING scores 3 points for its owner.

JACK or IDLER :- If a TUMBLE-RING strikes a JACK or IDLER and moves it to the BITE position, the player scores as follows:- The player receives 5 points for the BITE no matter who owns the JACK or IDLER, plus whatever score is due for the ring just rolled.

NO SCORE :- A TUMBLE-RING around a picket, scores nothing.

GAME SCORE :- As soon as one of the players has a total score of at least 25 points, then that INNING must be completed. The player now having the highest score wins GAME. The last to play in one game is the first to play in the next.

PARTNERS :- Each player rolls one TUMBLE-RING at a time. If "A" and "B" are partners, and "C" and "D" are partners, - "A" rolls a ring, then "C", then "B" and finally "D" rolls the last ring of the INNING.