SATURDAY MARCH 30, 2019 / 10AM - 2PM
PLAYERS AGES 7-14 / REGISTER TODAY!
Experience the thrill of knuckling down in the Kansas City Marble Tournament! On March 30, 2019, from 10am-2pm, players between the ages of 7 and 14 will compete in a double elimination tournament. Each player is guaranteed to play at least two rounds of the game of Ringer, and every player receives a goody bag with special prizes. **Entry is free, but advance registration is required.**

**COMPETITION**
Players will compete in one of two age groups: the PeeWee group (ages 7-10) or the Toebreaker group (ages 11-14). The top three winners in each age group will receive special prizes. At the end of the tournament, the two first-place winners from each group will face off to crown an Ultimate Champion. Please note, if unequal numbers are registered, players may be placed in the other age bracket, but will be paired with a player closest to them in age for the first round. The first round of the tournament will begin at 10am, and the tournament is expected to last until 2pm. Prior to the start of the tournament, rules and sportsmanship will be explained, and players will have the opportunity to practice.

**LESSONS AND PRACTICE TIME**
Shooting marbles requires skill, and players are encouraged to practice before the tournament. T/m is offering marble lessons daily at 10:30am and 1:30pm from March 11 to March 24, and the marble rings will be open for practice from 10:45-noon and 1:45-3pm. The museum is closed on Tuesdays. Lessons are included with museum admission; free for members. On the day of the tournament, training/practice time will be available from 9-10am.

**SPORTSMANSHIP**
The tournament is a community event, and all participants, including chaperones, are expected to exhibit kindness and good sportsmanship during the event.

**SAFETY**
Players must be accompanied by an adult on the day of the tournament. Players are encouraged to wear long pants, and may bring knee pads.

**PRIZES**
All participants will receive a T-shirt to be worn during the tournament, and a goody bag with prizes. Third Place in each category: Museum Store gift pack valued over $30. Second Place in each category: Museum Store gift pack valued over $50. First Place Winner: $75 Museum Store shopping spree. Ultimate Winner: $100 Museum Store shopping spree and being crowned the Kansas City Marble Tournament Champion.

**REGISTRATION**
There are 32 spots for players, and applications will be taken on a first-come, first-served basis. If your application is confirmed, you will receive additional information. If we are not able to accept your application, we will place you on the wait list in case of cancellations.

TO RESERVE A SPOT, PLEASE FILL OUT THE FOLLOWING INFORMATION, SIGN THE ATTACHED LIABILITY WAIVER, AND SEND IT TO KELLY BURNS AT BURNSKEL@TOYANDMINIATUREMUSEUM.ORG.

Questions? Please contact Kelly Burns at 816.235.8005 or burnskel@toyandminiaturemuseum.org.
Player Name ________________________________________________________________

Age (on March 30) ___________________ Date of Birth ______________________________

Guardian Name _____________________________________________________________________

Relationship to Player _____________________________________________________________________

Address ________________________________________________________________

City __________________________ State __________ Zip __________

Phone Number ________________________________________________________________

Email address (where we can notify of tournament acceptance) ________________________________

Tournament Day Chaperone (If different from Guardian) ________________________________

Relationship to Player _____________________________________________________________________

I have read the above statements and understand the rules and guidelines for participation in the Kansas City Marble Tournament.

______________________________________________________________________________

Parent or Legal Guardian                                         Signature Date
Kansas City Marble Tournament
Liability Waiver

THIS IS A RELEASE OF LEGAL RIGHTS-READ AND UNDERSTAND BEFORE SIGNING

I, ___________________________________, hereby acknowledge
(Parent or Legal Guardian)

that _______________________________________________ is participating in the
(Participant Name)

Kansas City Marble Tournament hosted by The National Museum of Toys and Miniatures, located at 5235 Oak St in Kansas City, MO. I hereby certify that I am the adult parent or legal guardian of the participant, a minor child under the age of eighteen years, and I consent to his/her participation in the Marble Tournament. I am aware that the participant is voluntarily participating in this activity at the Museum with knowledge of the danger involved and I hereby agree, personally and on behalf of the participant named above, to accept the danger involved and hereby agree to accept any and all risks of injury.

Please initial _____

As lawful consideration for the participant being permitted by The National Museum of Toys and Miniatures to participate in these activities, I hereby agree, personally and on behalf of the participant named above, that I, my heirs, distributes, guardians, legal representatives and assigns will not make a claim against, sue, attach the property of, or prosecute The National Museum of Toys and Miniatures, their officers, employees, volunteers and agents, or the University of Missouri-Kansas City, their officers, employees, volunteers, and agents, as a result of the participant’s involvement in the marble tournament activities at The National Museum of Toys and Miniatures. In addition, I hereby release and discharge the Museum, its officers, employees, volunteers and agents from all actions, claims or demands, I, my heirs, distributes, guardians, legal representatives, or assigns now have or may hereafter have for injury or damage resulting from their participation in the marble tournament.

Please initial _____

I understand that photographs of the participants and observers will taken before, during, and after the event, and may be used in the museum’s marketing and communication materials, including social media posts. I give my permission for any photos of myself and the child I am registering for the tournament to be used in this manner.

Please initial _____

I have carefully read this agreement and fully understand its contents. I am aware that this is a release of liability and contract between myself, personally and on behalf of the participant, and The National Museum of Toys and Miniatures, and sign it of my own free will.

Please initial _____

_________________________ ______________________________________________________________________
Date Parent or Legal Guardian Signature

Name __________________________________________________________
Address _________________________________________________________
City ______________________________ State _______ Zip __________________
2019 Marble Tournament Rules

THE TWO MOST IMPORTANT RULES:
• When shooting, you must keep your knuckle on the ground. You may not lift your hand, you may not throw or toss the marble. You must shoot it with your thumb.

• You may not scoot your hand forward when you shoot. If you do, your turn will automatically go to the other player and you will forfeit any point you might have earned.

OTHER RULES TO KNOW:
• The first player will be determined by whoever shoots their marble closest to the lag line. This is called “lagging.”

• Your first shot must be made from outside the ring.

• If your shooter marble stays in the ring, you may shoot from inside the ring.

• If your shooter goes outside the ring, you must shoot from outside the ring.

• If you shoot a marble out of the ring, that is your point, and you can go again.

• If your shooter slips out of your hand as you’re shooting, you can call “slips” and the referee will decide if you may try again.

• Whoever shoots the most marbles out of the ring after nine rounds wins the match.

• If nobody shoots a marble out of the ring after each player shoots nine times, the winner will be determined by lagging.

• All referee decisions are final.

• Each player has the opportunity to play at least two matches. If you don’t win either one and you are eliminated from the tournament, please make sure you stop by the front table to get your goody bag (which contains some great stuff!).

MIBSTER (MARBLE PLAYER) CODE OF CONDUCT:
I promise to ...
• Be kind
• Play fair
• Respect my opponent
• And shake hands at the end of each match, no matter who wins!