

Game of Jacks

Object of the Game of Jacks: The object of jacks is to be the first player to successfully move through all 10 rounds.

Tip for Game Play: Players must use the same hand to toss the ball, pick up jacks and catch the ball. An error in game play is called a foul. A foul results in the loss of a turn. If a player fouls mid-round, they return to the beginning of that round on their next turn.

Fouls in the Game of Jacks:

- Picking up the incorrect number of jacks.
- Failing to grab the ball after it bounces.
- Grabbing the ball after it bounces more than once.
- Using the wrong hand to catch the ball or pick up jacks.
- Hitting jacks with the ball.

How to Play a Game of Jacks:

1. Choose a player to go first.
2. Scatter jacks in a small area. If two or more jacks are touching, separate the two jacks.
3. Player 1 tosses a ball in the air, then quickly grabs one jack before the ball bounces.
4. With the same hand, the player grabs the ball just after the first bounce.
5. If the player is successful, the jack is moved quickly to their other hand and they progress to the next round.
6. A player loses their turn if they don't pick up the prescribed number of jacks for their round, does not grab the ball before it bounces a second time, or commits a foul.
7. Players take turns until one player wins by successfully completing Round 10.

How Many Jacks to Pick Up in Each Round: The number of jacks each player attempts to pick up is determined by the number of the round. Starting at Round 3, the player picks up a sequence comprised of a specific number of jacks before moving on to the next round:

Round 1: 1

Round 2: 2

Round 3 - Threesies: 3, 3, 3, 1

Round 4 - Foursies: 4, 4, 2

Round 5 - Fivesies: 5, 5

Round 6 - Sixies: 6, 4

Round 7 - Sevensies: 7, 3

Round 8 - Eightsies: 8, 2

Round 9 - Ninesies: 9, 1

Round 10 - Tensies: 10