

Cover in print

AMERICAN CROQUET CO.,
OF
GENESEO, N. Y.

HAND-BOOK OF CROQUET.



крокет-клуб.рф
"Живой музей"

1541815

CROQUET.

TERMS, SUGGESTIONS AND RULES,

MADE

UNIFORM AND CONDENSED,

UNDER DIRECTION OF

THE AMERICAN CROQUET COMPANY,

OF GENESEO, N. Y.

Geneseo, N. Y.:
REPUBLICAN STEAM POWER PRESSES.
1871.

крокет-клуб.рф
"Живой музей"

GV931
.A51

Entered according to Act of Congress, in the year 1871, by the
AMERICAN CROQUET COMPANY of GENESEO, N. Y.,
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PREFACE.

IT will be observed that this edition of our handbook of CROQUET contains considerably more matter than those which have preceded it. Doubtless, much might have been omitted without very serious detriment. We have, however, endeavored to be as concise as possible, and at the same time give an intelligible history of the game, and a satisfactory exposition of the manner in which it is played, and the rules which regulate it.

While Croquet may be kept so simple that even children can learn to play it with much satisfaction, yet it may be made, and is made, of so systematic and scientific a character, that considerable study becomes necessary to understand the quite formidable array of rules and regulations which are thrown around it.

While we may differ, on a few points, from some other writers on this subject, we are quite of the opinion, that all the rules we have included in our manual

PREFACE.

will be found to be well sustained by the majority of the authorities.

At the present reasonable rates (for which our Company is entitled to much credit), no family should be without this recreation, in which all its members can join, and which tends, so greatly, to keep within the home circle the younger ones of the household.



CHAPTER I.

CROQUET.

FIELD or lawn croquet is fast becoming in this country, as in England, a national game, and one which our fair countrywomen will never relinquish. From its pleasurable excitements and health-giving influences, and from the fact that it is the only pastime which necessarily leads our gentler sex into the open air, we can safely predict for the game as much of a success in this country as it has already reached in England and many parts of the Continent.

Ladies and gentlemen being able to join in one common amusement, and that of so refined and scientific a character, is, in itself, a sufficient reason for the wonderful popularity of this modern game. While Croquet may be made so simple that even children can play it yet it is undeniably a game of science, in which head-work must accompany a correct eye, steady nerves, and much practice.

An enthusiastic and well known English author does not hesitate to predict that, "at no distant day, Croquet will become not only the national sport of England, but the pastime of the age." It has been said by a scientific player of billiards, that while croquet is inferior to that game in opportunities for very delicate and dextrous manipulations, it surpasses it in the field it opens for the exercise of the higher qualities of combination and foresight. Whist exercises the memory and the faculty of calculating probabilities; chess, the imagination and the capacity for abstract reasoning; while croquet, though it taxes these mental qualities less, more than compensates by associating them with the delights of outdoor exercise, and a more extensive sociality — calling into requisition fresh air friendships, which are the most effective appetizers and promoters of health and happiness.

And now a few words as to the origin of Croquet. About ten years ago, the game was quietly introduced into England; so quietly, however, that no one now knows whence or how it came. It took immediate hold of the public taste, and spread, wonderfully quick, over the entire surface of that country. *Punch* was at once enlivened with graphic sketches of the sport; it took as well with the aristocracy as with the gentry; and the public squares were thrown open for its full enjoyment.

The name itself is a singular one, and no one has yet given, and no one probably can give, a satisfactory reason for its appropriateness. The Frenchman makes his compliments to John Bull, Esq., and thanks him for the game, but would like to be informed what connection there can possibly be between the manner of the game and his vocable "croquet"—a sort of cracknel, or hard gingerbread nut. The Englishman returns his obligations to Johnny Crappau, for the name, well aware that its very strangeness gives additional piquancy to the game. Some forlorn old bachelor has bethought himself that the name *croquet* is probably a subtle veiling of the word *coquet*. Cynical, unhappy old creature!

There is in French an expression, viz. "croquer le marmot," which means, to dance attendance upon; and this is, most likely, what was in the mind of its author when the name of Croquet was given to this delightful game, in which so much fascination consists in the jolly attendance we continually dance about one to another. Assuming this to be the most probable meaning of the term, we would suggest to our readers to use the word *croquing*, instead of *croqueting*; and say a person is *croqued*, rather than *croquetted*. It might look like an affectation to call a gentleman a *croqueur*, and a lady a *croqueuss*, but these terms would nevertheless be appropriate.

The word *roquer* (ro-ka) means, at chess, to castle. Castling is a means adopted to secure a king from an attack; it consists in moving the king to the second square to the right or left of that where he stands, and then placing the castle on the square over which he leaped, as his defense. We can fancy this as the reasonable meaning of the designation roquet, when a friend gets in between another and an adversary and croquets the latter far away, acting, thus, the part of the rook, or castle, in chess.

Bowls, that celebrated game of our forefathers, from which we have the designation of Bowling Green, New York; and Quoits, and Cricket, and Curling, and Base Ball, are all men's sports, while Croquet is the only outdoor amusement with which is connected the chastening influence and delightful companionship of woman. No wonder it is popular.

CHAPTER II.

IMPLEMENTS, GROUND, ETC.



SET of Croquet is composed of

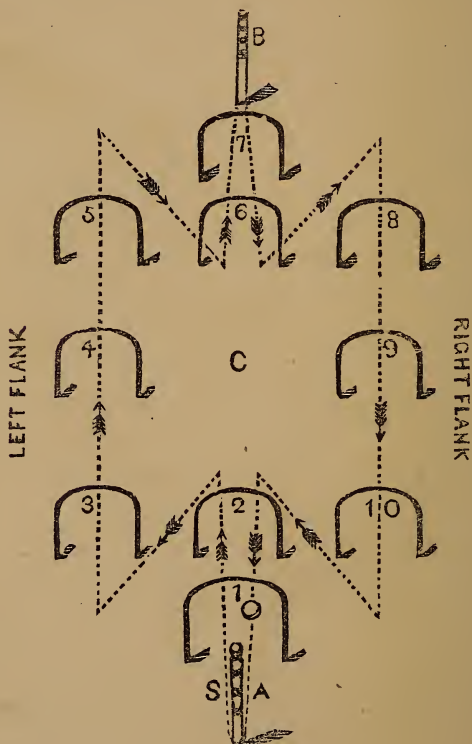
EIGHT BALLS,	TEN ARCHES,
EIGHT MALLETS,	TWO STAKES.

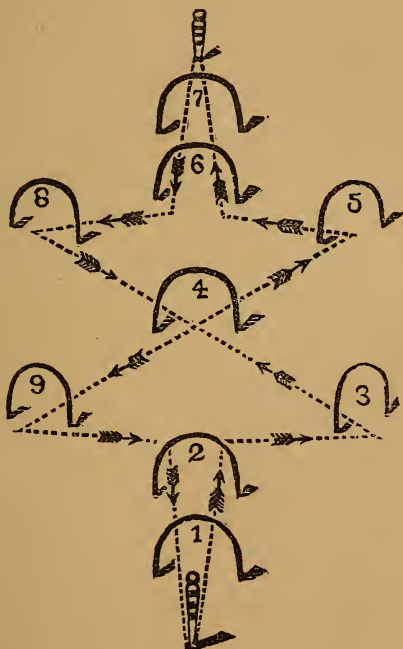
Foreign woods are too heavy for the proper playing of croquet, though the sets made from them are, indeed, beautiful. The best of our native woods are the apple, rock maple, oak, and sycamore. In beauty of color and finish, no foreign wood equals the apple wood of our own country; it is too heavy for balls, and we use it, only, for mallets. White ash furnishes the best material for handles, because it never warps, when properly prepared. The sycamore, on account of its elasticity and tenacity, is pronounced, both abroad and at home, a most excellent wood for balls. For highly finished balls, however, rock maple is the superior, and we are, at present, using no other. Our mallets are made, exclusively, of apple and rock maple, which afford suffi-

cient weight without clumsiness. Our arches are enameled white, so that the playing may be continued later in the evening, if desirable. The stakes, to be set as in diagrams, are marked, as will be observed, in eight colors, corresponding with those on the balls and mallets. The colors act as a guide to the players, and are arranged, alternately, for the two sides.

The size of the ground must, of course, depend upon the space which can be allotted to the purpose. Sixty feet by thirty is a large ground, which may be made much smaller without sacrificing the enjoyment of the game,—the smoother, of course, the better. Where the ground is slightly inclined, a little practice will enable the player to make the necessary allowance for that; but, for the inequalities of the surface, the best of players can never accurately calculate the proper direction and force of the strokes. With the very best of grounds, there can be no scientific playing unless the balls are perfect spheres. In Bowls, spheroids are necessary; but, in Croquet, unless the balls are perfectly round, the game is quite as much a matter of chance as anything else.

Any one who cares for accuracy can test, with callipers, the sphericity of our balls, which, made in our patented machine, are necessarily round, and are, in fact, the only spherical balls manufactured.





The arches may be set according to either of the diagrams herewith shown, or differently, as experience or fancy may suggest. The first is the simpler one, and is recommended to young players. The course of the balls is indicated by the dotted lines, though it is just as well, and perhaps a little more natural, to play towards the right flank, instead of the left, as indicated. Some players prefer to have the arches marked 3 and 10 in first diagram, advanced to a line about three feet forward of No. 2, which would make small angles at 3 and 10, with a slight chance to run them on the first play from the second arch, and still would call for the highest skill. Even in this case the player would hardly accomplish it unless, having made the first two arches at a single stroke, he take his mallet's length backward, and thence play.

It will be understood that if arches 3 and 10 are changed, as suggested, the other end of the arena must be made to correspond. The first arrangement is recommended for the six and eight ball games, in which the course is made less torturous to compensate for the increased dangers from belligerent rovers.

Whatever the plan of the arches, one thing should be settled at the start, that is, the boundaries of the arena, within which balls are to be replaced when driven beyond.

The first diagram may varied, so as to make the playing a little more complicated, by placing the arches 4 and 9 at right angles to others.

The second diagram is recommended for the four or two handed game. Though there is an arch less in this than in the other, the player makes nothing, as he has to pass twice through the central arch.

In connection with first diagram, in which the arches 3 and 10 are advanced three feet forward of arch 2, as mentioned before, and to give to new players some idea how the play proceeds, let us suppose that the first player — we will call him Mr. Black — has been successful in going through the first two arches at one stroke, and then aims, quite confidently, at the third arch, but reaches, as he most probably will, some point more or less above the arch he misses.

Now the next player is Miss Orange, if you please. She, also, is fortunate in running arches 1 and 2 at one blow; but, instead of attempting, like Mr. B., to make the difficult play, directly at the third arch, she aims right at Mr. B. himself, and steals a roquet from him, that is, hits him — though it's a pity to suggest that a lady would hit a gentleman. Now she has Mr. Black for a roquet-croquet, so what does she do, and so charmingly, too, that the poor fellow cannot take offence? She puts her ball in just such a juxtaposition with his that

with one blow, called a splitting blow, she drives her own ball just in front and B.'s just in the rear of the third arch; and then, taking her privilege of another blow, she runs her arch, and at the same time, if she is careful, treats B. to another roquet, which she at once follows up, as she ought to, by giving him a good round box on his ear, called, in our parlance, a croquet, which leaves her to travel on her course unmolested, while poor B. is whirling, confused and crestfallen, to the furthest corner of the arena.

There may be a good deal of fancy about this, but it is, indeed, what we often witness on our play ground.



CHAPTER III.

TERMS AND DEFINITIONS.

ARENA—The space included within the boundaries of the croquet grounds.

BOOBY—A ball which has failed to run the first arch.

CARROM—The act of hitting two or more balls successively during the same run of a ball.

CONCUSSION—The displacement of a ball by another driven against it by roquet, croquet, carrom, or roquet-croquet; that is, whenever a ball is not displaced by a direct blow from a mallet or by the playing ball.

CROQUET—(*cro-ka*)—The title of the game; also, a privilege gained by making a roquet is called a croquet, if it is used.

CROQUING—A ball having roqueted another, it is taken up and placed in contact, at any point desired, with the ball on which the roquet is made; the player then sets

his foot upon his own ball, pressing it firmly so as not to flinch, and with a blow delivered upon it, drives by concussion his adversary's ball in whatever direction he chooses.

DEAD BALL—One that has made its tour and hit the starting stake, or been driven against it.

DISTANCED—One that has not, at the close of the game, tolled the starting stake.

FLINCH—When, in croquing, the player's ball slips from under his foot, it is called a Flinch.

FOLLOWING STROKE—When, in roquet-croquet, a player places his ball and strikes it so as to follow the other.

FRONT—The side of an arch from which a ball must come (either up or down) to run it; the other is the reverse side.

GRAND ROUNDS—When one has run all the arches in their due order, and tolled the turning stake, he has made the G. R., and may continue as a Rover or strike out.

MATCH—The best out of three games.

POINTS—Running an arch in its due order, tolling a stake, and any roquet which confers the privilege of a croquet.

POSITION—One is in position when his ball is in front

of its proper arch, with a probability of running it at a single blow.

PROPER ARCH—The one which is next in order for each player to run, is his proper arch.

PUSH—Only distinct blows count, pushes are entirely out of the game.

RE-ROQUET—When a ball is roquet twice during the same turn, but without the second privilege of croquet.

RICOCHET—Same as Carom.

ROQUET—(*ro-ka*)—It is a roquet when a player's ball, either from a direct blow or a rebound from some other ball, or an arch or an inequality of the surface, comes into contact with another ball or other balls.

ROQUET-CROQUET, or CROQUET SANS PIED—Same as a croquet and subject to the same rules, except in making this play the foot is not placed upon the ball, whereby both balls may be driven either in the same or any divergent directions. See Splitting Stroke.

ROVER—One which has made the grand rounds but has not been struck out by hitting the starting stake. See Grand Rounds.

RUNNING AN ARCH—When a ball has been driven through its proper arch, and from its proper front, whether it be from a direct blow or from a roquet, a

croquet, concussion, carrom, or roquet-croquet, it has run its bridge or arch.

SALT RIVER—A side is up Salt River when none are out at the conclusion of the game by the other side.

SPLITTING STROKE—A player, after he makes a roquet, can place his ball in any juxtaposition with the roqued ball he chooses (whether it be a friend or an adversary), and then hitting his own, drive both balls in any divergent direction he chooses. See Following Stroke.

STAKES—There are two, the starting and the turning stakes.

STAKING—Tolling or hitting the turning stake.

STEP—Running an arch or tolling the turning stake, are called steps in the game.

STRIKING OUT—After the grand rounds a ball is struck out when, from any cause, in the due order of play, it is made to hit the starting stake. It is then a dead ball, and must be removed.

TAKING A STROKE OFF—This is when the player's ball is put in such a contact with another, that a roquet-croquet will but just move the one, while the player's ball may be sent on to any distance desired.

TOLLING—See Staking.

TOURNAMENT—The best out of three matches.

TERMS AND DEFINITIONS.

TOUR—The proper course of a ball around the ground.

TURN—A player's turn continues so long as he makes a point. See Point.

WIRED—Such a position that an arch prevents the blow desired.

Probably it is best to explain here, though it is elsewhere, that in running up the course the arches all front towards the starting stake, while in running down, they all front towards the turning stake.

CHAPTER IV.

SUGGESTIONS TO BEGINNERS.

THE game gains much of its popularity from its very graceful character; it is, in fact, the most pleasing type of calisthenic recreation. Therefore, avoid all roughness and unseemly attitudes. Do not swing your mallet as though you intended to slaughter an ox, or whack your ball as if it was your intention to split it.

It may seem smart, to some, to drive an adversary's ball to some dim distance, but excellence in croquet very rarely consists in such playing.

Tap the balls gently, but firmly; such blows will, on good ground, amply disarrange your adversary's calculations, and promote the chances of your own side.

Study to master the beautiful and various problems of roquet-croquet, so as to be always ready to assist your friends and annoy your adversaries. The science and pleasure of the game inhere in such playing much more

than in simply running arches, etc. Practice will soon make a player quite proficient in executing these splitting strokes, and when they are mastered the game will have acquired much more of interest.

There should be no favoritism shown, for the game depreciates very much where the rules are not inflexibly adhered to.

A thoughtful lady will always have her dress so arranged as not to be an annoyance to her companions; besides, she, as well as the gentleman, needs the free use of both hands and arms to balance herself properly and play with accuracy, which she cannot do when one hand is employed in protecting her skirts.

Bear in mind, that it is much more fascinating to be able to run unexpectedly, to assist a friend in distress, or to retard a too confident adversary, than it is to make your own uninterrupted progress.

In defeat or victory, be master of yourself; mind your turn; do not subject your companions to the trouble of keeping the run of the play for you, for no game can be interesting, to any one, where there is such indifference. Far better the game where there is the deafening racket, when, at some commingling of balls, the next player is besought, teased, adjured, flattered to do a dozen different things at once, and to play thus and so in the interest of seven other players, and warned, threatened,

supplanted not to do any one of them, and the confusion of rejoicing and mourning when, at last, the play is made — such playing is really invigorating.

Remember to keep your own ball as far from your adversary's, and as near to your friend's, as possible.

When you are well in advance, and see a chance to turn back and roquet an enemy, and so croquet him away from a friend, make use of it fearlessly, unless you think you can make more by hastening through and becoming a rover.

Whenever you have an opportunity, be sure and croquet a friend through his arch; and when you see an adversary in a favorable position to run his arch, make for him: it is the disconcerting of such nice arrangements that arouses the full merriment of the game.

Before croquing, always carefully survey the field, so as not to send a friend in the immediate neighborhood of an adversary, or, contrariwise, an adversary toward a friend.

A careful player, noting the positions of all the other balls, will play so as to leave himself in such a position that, at his next turn, he can either run an arch or roquet a more careless player.

As this is a refined and scientific amusement, it should be the pleasure of all to adhere strictly to the rules of the game, and frown down, at once, any attempt at cheating.

Always strike fairly, standing by the side of your ball, and not behind it, and hold the mallet with only one hand, as it is the rule, and much more graceful, and never attempt to pass off a push for a blow.

Calculate the distance and the direction you want to go, then, after thus carefully getting your aim, let your eye rest, rather, upon your mark, and only so much upon your ball as will make you sure to hit it.

If you are a Rover, keep yourself close to your friend, and aid him by the croquet, or roquet-croquet; or, get in advance of a forward adversary, and delay his progress as much as possible. If you are near a friend, let him croquet you toward an adversary who may have played last, and thus put you in a favorable position to make a roquet upon him.

It will be soon understood that an expert rover can be of the greatest service to his friends, and the sooner you succeed in forcing out such a dangerous foe the better; but, by no means force out of the game a poor rover, as he cannot be of much avail to his friends, and they cannot possibly win the game as long as he is kept in the field.

A position directly under or just in front of an arch, puts you in command of the field beyond it. Running the arch, of course, gives you an extra shot, and, may be, enables you to take a roquet upon some ball you want to croquet.

Do not attempt very difficult shots, except under desperate circumstances; but, sometimes, the very desperation gives success to the shot. Never despair because you are behindhand; the fortune of the game is constantly shifting: nor be too confident when you are ahead; now, your ball is in a splendid position for your next run, along comes an adversary, or worse yet, a blundering friend, displacing you, or knocking you to the farthest end of the field. It is very true, that the game is never out until it is played out.

It is this nice adjustment of chance and skillful playing which gives the game its freshness and attraction.

In making roquet-croquet shots, which, as we have already said, are susceptible of the most scientific playing, practice will soon show you that if it is desirable to drive your adversary's ball much farther than you wish your own to go, you must give your ball a sharp, quick blow, proportionate, of course, to the distance you wish your own ball to go, cutting off the momentum of the blow the very instant the mallet has hit the ball.

Suppose your aim is to send both balls along together; then let your mallet have a good full swing, and come down with a more sweeping blow.

If you want to make a splitting stroke, sending the balls in divergent directions, which practice alone will enable you to do well, the blow must not fall in a line

with the centers of the balls, but, more or less, to one side or the other of the rear ball.

Practice this: put two balls in various juxtapositions, and see in how many different directions you can send the balls by varying blows upon the hindmost one.

Dr. Franklin's Morals for Chess are very appropriate for Croquet. 1st. Foresight—which well considers the consequences attendant upon any action. 2d. Circumspection—which takes good note of the situation of all the pieces (balls), and their relations. 3d. Caution—not to move too hastily, or desperately. 4th. Hopefulness—persevering in the search for resources, remembering that the game is full of events, turns, vicissitudes, and the pleasure there is in discovering means of extracting one's self from supposed insurmountable difficulties. Too great success often produces a presumptuous inattention, while misfortune sometimes induces such carefulness as enables a player to snatch victory from the very jaws of defeat.

As it may be overlooked elsewhere, we state here, that while one, only, is a Rover who has run all the arches, yet any one, at any time after running the first arch, can assume the *character* of a Rover, but such is not advisable, unless the player be a very expert one.

To show how differently a good player would play,

under certain circumstances, from an inexperienced one, let a few illustrations suffice.

Let us suppose that two balls are situated, any way, differently, in front of an arch which is the next one for each player there to run — place two balls in position, well separated, but in front of an arch. A new player would take it for granted, that the best course for him would be to drive his ball at once through the arch, and so get as far ahead of the other as possible; but an expert player would first endeavor to make a roquet upon the other, and then, if it be a friend, croquet him through the arch, and himself follow; then, as he would have an extra blow, roquet the second time, and then croquet the friend into a position for the next arch, &c.: but if it be an adversary, the first roquet would be followed up by a splitting stroke, one which would send the adversary just outside of and in advance of the arch through which the player's ball would at the same time go, and then be in a position to take a second roquet, to be followed by another splitting stroke, or a croquet, as might be most advisable. Almost any player, from this description, ought to be able to execute this illustration.

Take the case where a ball is nearly on a line with the arch to be run, but some distance at one side; an inexperienced player would probably play for a position very near the arch, in front, in which play the slightest

inequality of the ground, or mistake in hitting with the exact amount of force, would cause the ball to fall short of, or run entirely too far for, a good a position. Now, in this instance, a better player would endeavor to drive his ball in a direction of about forty-five degrees for a position, which, while it would be further off, would enable him, with a certainty, almost, to make his arch at his next turn,

Suppose an adversary is just in front of an arch through which you have to pass (place a ball just in front and another at one side of an arch, and some little distance to the rear); for this rear ball to make the arch two turns are necessary; it would be absurd, if you were the rear ball, to run yourself close up to the other, thinking to run through at the next turn, for the adversary would certainly come a roquet upon you. You should, under such circumstances, be content to reach some point in front of the arch, as in last illustration, from which you could next run your arch, and at which point your adversary would not, probably, attempt to make a roquet upon you.

Place an adversary in front of the fourth arch, and yourself in front of the second; it is your turn to play. Would you just go through the second arch, and then make for a position at the third, expecting to run it next time? A better player would drive his ball sharp-

ly through arch No. 2, and as near the other ball as possible, then take a roquet, to be followed by a croquet, and then play for a position in front of arch No. 3.

Take another case. A. is close to the arch he has next to pass. B., a rover on the same side, is on a line with him, but some distance off. If B. should play directly at A., he might probably carry him out of position. The true plan would be for B. to play for a spot about half way between A.'s arch and the next one to it. A. could then take a roquet on B., after running the arch, then croquet B. through the next arch, then, running that arch also, take another roquet on B., and so on.

At the end of the chapter on Implements, &c., will be found an illustration which we thought best to bring in there.

We have only introduced these few simple illustrations to show how attractive the game may become where some effort is made to get acquainted with its rules and principles. We might fill a volume with these examples, but if one is really interested in the game, practice will call them out as fast as necessary. These examples, simple as they are, will be much more easily apprehended and understood if the player will place the balls as suggested, and practice accordingly.

CHAPTER V.

RULES.

HOOISING SIDES—Two of the party, acting as chiefs, play for the lead. The usual way is for each to play from under the first arch for the starting stake. The sides are then chosen alternately, commencing with the winner. The balls and mallets are distributed as follows:

FIRST SIDE.

Black,
Green,
Brown,
Blue,

SECOND SIDE.

Orange,
Yellow,
Pink,
Red.

The sides play alternately.

PARTIES—A full party consists of eight, though, of course, a less number can as well play. If there be an odd number to play, the smallest side can have a player with two balls. Parties of four and under can make

the playing more interesting by using two balls to each player.

THE START—Place the ball about half way from the starting stake, on a line drawn from it to the center of the first arch.

STRIKING—The player must stand one side of the ball and strike—never push—the ball with the face, not the side, of the mallet.

COUNTS—The stroke counts whenever an audible sound is made; certainly, when the ball moves; otherwise, the blow may be repeated.

CONTACT—If a player's ball, at the commencement of his turn, is in contact with another's ball, he has the same play as though the balls were separate, though the moving of the other ball, in playing, would not count for a roquet.

TAKING GROUND—When a ball is driven through the first two arches at one blow, the player has two more strokes.

(*Note.*—We would advise skillful players to forego this right, as it enables the first player to get so far ahead as to deaden the enthusiasm of the game.)

If any other two arches are run in their proper order, and from one direct blow of the mallet, the player can take up ground a mallet's length in any direction, but

this privilege cannot be used to place the ball in position under or on the reverse side of the next arch the player has to run.

MISPLAY—1. If a ball played out of its turn is challenged before another is played, it must be returned to its proper place or remain where it is, at the option of its adversary. Any damage done by such misplay must be fully repaired, and any benefit derived must be surrendered, if the opposite side demands it.

If the opposite side permits the misplay to stand, or does not in due time challenge it, then the misplayer simply forfeits his next turn.

MISPLAY WITH WRONG BALL—If a player use a wrong ball, and it be challenged before the next player's turn, the ball must be placed back, all the consequences rectified, and the misplayer be deprived of his next turn. If the misplay be not in due time challenged, the game must proceed as it is, with the forfeiture of the misplayer's next turn.

3. If a misplay has taken place so that the balls are being played out of order, but the original misplay cannot be discovered, in such case the player must complete his turn, and immediately after the right order be resumed.

4. If two partners are found playing in succession,

the last, of course, misplays, and if detected before the next play, must suffer the penalty.

See Misplay, 1.

ARCHES—1. The arches must all be run in their regular order, and from their proper fronts. The fronts, going up, are towards the starting stake, but in coming down, towards the turning stake.

2. An arch is not run when the handle of a mallet laid across it, on the side from which the ball ought to come, touches the ball.

3. When a ball has been struck through its proper arch, but rolls back just so as to rest under it, it will not count as a point, nor is it in a position to run that arch at its next turn, but it must first be driven on entirely through, and thence run the arch again.

4. It counts for a position when a ball, which has run an arch from the reverse side, rolls or rebounds back under it. In such case, if the ball rebounds or rolls back entirely through the arch, it counts for a point, and that arch need not be run again from that front.

5. A player cannot make roquet upon a ball which is on the reverse side of his next arch to run, and then move his ball thither to croquet, and count that as having run the arch; but, after croquing, he must make his arch as usual.

The same rule applies where a ball roquets another, driving the latter through the player's next arch.

So, too, where a player moves his ball for a croquet, to a ball which is roquet, which is lying under an arch, it will not count him for a position to run the arch; but, after taking his croquet, he must play back through the arch and run it thence, according to his turn.

6. When a player makes a roquet, and at the same time runs an arch, he has but one extra stroke.

7. If a croqueted ball, in its passage, drives another through its proper arch, it counts for the second ball.

8. If a ball makes roquet on another, and then at the same time runs its proper arch, the player can either croquet his adversary, or waive that and roquet same ball again, or continue on, and has not to pass through the same arch again from that front.

9. A ball has run an arch when it passes it in its due order, and from the proper front. whether it be from a direct blow, a roquet, re-roquet, roquet-croquet, croquet, or concussion, but not when it strikes the person or mallet of another, and then goes through.

CONCUSSION—When a ball is lying against the turning stake or the pier of an arch, it is allowable to strike these with a view of moving the ball by concussion. but if the ball does not move the turn is lost.

ROQUET—1. A player is at liberty, on his course or out of it, at any time during his turn, to make roquet upon any ball he choses; he may roquet the same ball

twice between two consecutive steps, but the second will not count as a point, with the privilege of another croquet, etc.

2. If a ball, in going through an arch, make roquet upon another, the player can either waive his croquet and continue on, or else croquet the other ball, but he is allowed but one extra stroke for his first play.

3. See, under the head of arches, Rule 8.

4. After a roquet a player can always waive his right to a croquet or roquet-croquet, and continue his play from where he is. It is the roquet which makes the point, the others being simply privileges won by it.

5. Roquing a rover against the starting stake confers no privilege of croquing it, as it becomes at once a dead ball; the player, however, can continue his turn.

6. If, after a roquet, the player's ball be taken up or intentionally moved, it must then continue its play from the side of the roqued ball.

7. If a ball, when croqued, hit another, it is not to be considered that the second ball has roqued the third.

8. A Rover may make roquet, but not croquet, twice on the same ball during one turn. The second roquet, however, carries no privilege, either of croquet or continuance of play.

9. When does a ball roquet another? See Definitions—Roquet.

CROQUET—If a ball flinch in the execution of a croquet, the play is null, the croqueted ball must be returned to its position, and the player proceed with his turn from where he is.

2. If in the case of a Flinch the player's ball should hit another, he cannot claim a croquet for it.

3. A croquet is proved by the stirring of the croqueted ball, provided the mallet has struck the player's ball.—If there is no separation of the balls, the stroke may be repeated.

4. No player, except a rover (who has already been through all the arches), can croquet the same ball twice without having in the interval made a point.

5. A player may make croquet or roquet-croquet upon any number of balls consecutively, provided he has first made roquet upon them, but he cannot do it twice during the same turn, without first sending his own ball through its next arch in order, or tolling the stake.

6. If a ball be croqueted against either stake, it counts, if that were its next play.

7. If either of the stakes be struck in due order, by a ball that is driven thither by a croquing or croqueted ball, or by either of the balls in a roquet-croquet play, the stroke holds good.

ROVER—A Rover can only acquire a continuance of play by the roquet. He may croquet or roquet-croquet

each ball once during the same turn, provided he has made roquet upon each. Roquet on the same ball twice during one turn, does not give him the right of continuance.

2. Any player, after running the first arch, can assume the character of a rover; in such case, he is subject to the same rules as a rover.

ROQUET-CROQUET—1. The laws of roquet-croquet are the same as those of croquet, except as to some points for which special rules are given.

2. If a player, in making roquet-croquet, does not move his adversary's ball from its position, he loses his turn, unless by the same stroke he has made a point.

CARROMS—After making a carrom, or ricochet stroke, the player may either make croquet or roquet-croquet on all the balls struck, or waive a part and make it on the rest, but the order of the croquing, etc., must always be the order of the carrom. After making the croquets, etc., the player has one additional stroke for his carrom.

BOOBY—A booby has but one stroke. It must be at once removed, wait its next turn, and start anew.

DISPLACED BALLS—1. When a ball is driven from the arena, it must be at once brought back and placed,

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before the play goes on, a foot within the boundary, at a point nearest where it went off.

2. When a ball is in such a position by a tree or other obstacle (not an arch or a stake), that it cannot be played in the course desired, it may be removed one foot beyond such obstacle, but not in a direction which would bring the ball nearer the point its player may want to make.

3. When a player has made a roquet upon a ball, situated as in last rule, he may remove it, under same limitations, one foot beyond such obstruction, for the purpose of taking his croquet, etc.

4. A ball accidentally displaced, must be restored before the game proceeds. So, also, if an arch be displaced or bent over.

5. If a ball, in its course, be interrupted by an adversary, the player has the option to let it remain where it stopped, or to place it where it would probably have rolled.

6. If the interruption, as above, be from a friend, then an adversary would be entitled to the same option.— Outsiders count as adversaries.

7. If a croquet ball is interrupted by an adversary the player, at his option, may repeat the croquet.

TOLLING—Tolling the turning stake is in all respects


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equivalent to running an arch. The stakes may be struck from any direction.

TURN—A player's turn continues as long as he makes a point; his tour ends with his striking out. See Points in Definitions.

WAIVER—A privilege can be waived, but a point cannot be.

STRUCK OUT—After running all the arches, a player may strike out or continue as a Rover; he may also be struck out, either intentionally or accidentally, from a blow, a roquet, croquet, roquet-croquet, or concussion. In such case the tour is complete, and the ball must be removed, and the game conclude without it.



THE END.

