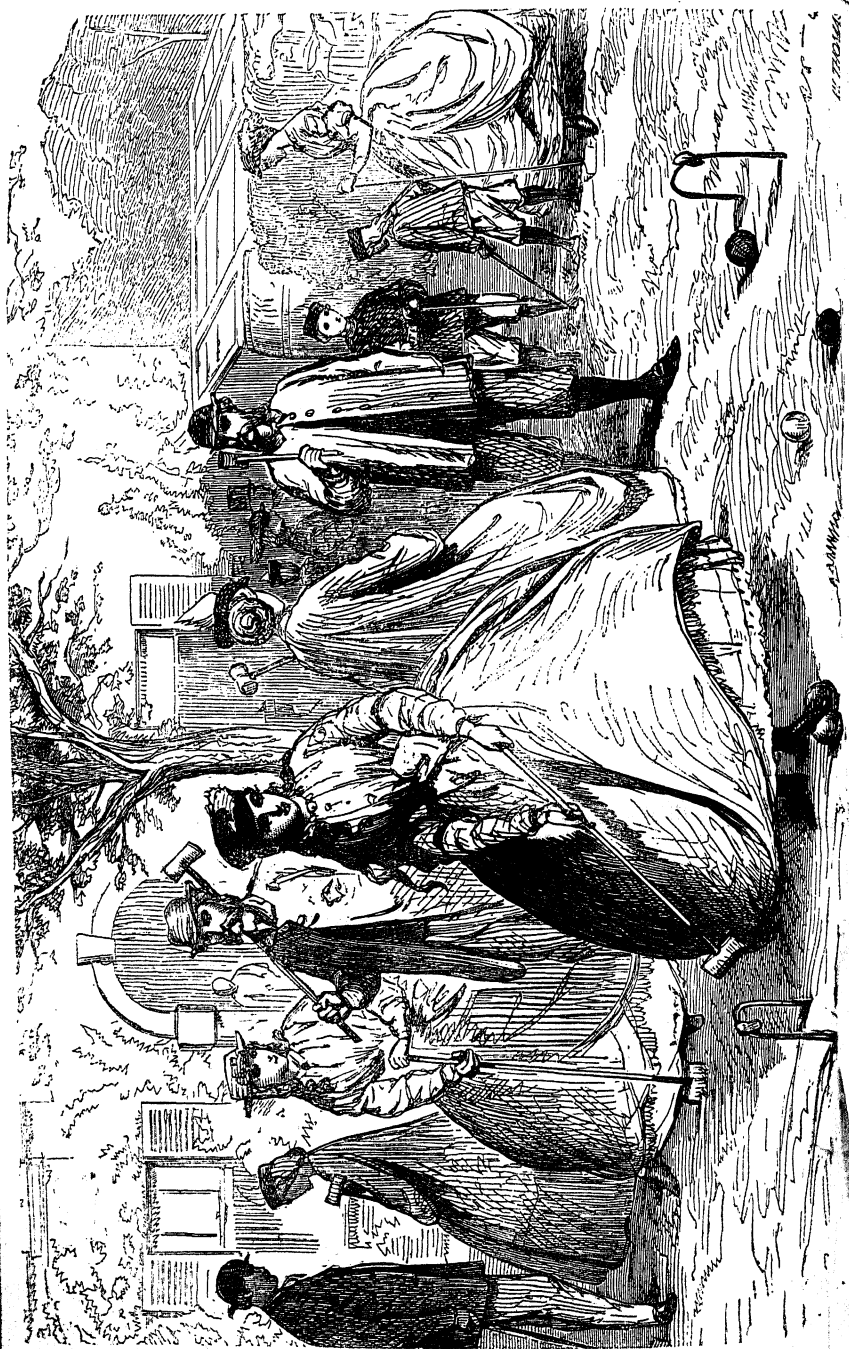




CROQUÊT.

By JOHN JAQUES.

NEW EDITION, PRICE SIXPENCE.



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CROQUÊT:

THE

LAWS AND REGULATIONS OF THE GAME,

WITH

A DESCRIPTION OF THE IMPLEMENTS,

ETC. ETC.

ILLUSTRATED WITH DIAGRAMS AND ENGRAVINGS.

BY JOHN JAKUES.

NEW EDITION, TWENTY-EIGHTH THOUSAND.

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HOLBORN, E.C.

PREFACE TO THE SECOND EDITION.

THE success which attended the first publication of this book has induced me to undertake a new edition for the ensuing season, in which I have thought it desirable, after consultation with many eminent players, to introduce certain modifications of, and additions to, the minor laws of the game. As Croquêt every year becomes more known, fresh beauties of play are developed, and nice points arise in the conduct of the game, sufficiently important to justify new or amended rules. Ever interested in its progress, I feel I should be failing in my mission as an "apostle" of the game, were I to neglect to introduce in the current editions of this work any improvements in the mode of play that may, from time to time, be discernible. That the present code itself may be open to correction hereafter is probable, knowing, as I do, that good players are at variance on many of its most important laws; yet, whatever its shortcomings, I believe it will be accepted by the majority as a step onwards towards that perfect legislation which time alone will ultimately secure.

I take this opportunity of thanking many noblemen and gentlemen for the opinions and suggestions they have given me, not only as regards the laws, but also the implements appertaining to the game. To their courteous assistance are referable many of those improvements which I have recently effected.

JOHN JAQUES.

March, 1865.

INTRODUCTION.

BEFORE detailing the Laws of Croquêt, or describing the implements with which the game is played, a few introductory remarks will not be out of place. The history of Croquêt is peculiar. It found its way into the world without any acknowledged parentage, and immediately won a popularity which has almost revolutionised our out-door social life. This popularity was, no doubt, owing to the two facts, that it is, in itself, a first-rate game, requiring skill, both of hand and head, and the only out-door pastime which is equally suitable for ladies and gentlemen. But the effect of this sudden popularity has been, that Croquêt has outgrown the brief rules which were first published with it; for, as it became more and more known, a number of points arose which were found to be unprovided for by those rules, and where such was the case, each ground generally made its own laws for the occasion. Thus it happens that there are hardly two Lawns in England where the game is played in the same manner in every respect.

But in any subsequent regulations which may be written for Croquêt, it must be remembered that, whatever the shortcomings of the first-published rules were, the elements of the game were contained in them. The game having come suddenly and violently into fashion, little books and treatises appeared on the subject, which, instead of simplifying, only served to make it more complex. Arbitrary terms were introduced, new

rules added, and the old ones enlarged, until Croquêt, instead of being easy to understand, became a difficult and intricate puzzle.

Now a careful study of the game, coupled with a wide practical experience, has convinced me that the chief differences in the various modes of play can be reduced to two in number. The others are so far unimportant that they might fairly be left to the decision of particular grounds. The two differences I allude to are the playing with a side or straight mallet, and the being allowed or forbidden when taking a Croquêt to move one's own ball.

As regards the first difference, viz., the position in which the mallet is held: A player is said to make "a side stroke" when he holds the mallet in one or both hands, and hits his ball with it at the side of, or across, his body, as in Fig. 1. And he is said



FIG. 1.—THE SIDE STROKE.

to make "the straight stroke" when he holds the mallet perpendicularly in front of the body, as in Fig. 2. Now there are two great factions, pretty equally divided, who uphold these different methods of play, and the consequence is a vast deal of disputing. As it would be very desirable to get rid of

this inconvenience, and as in no other game is it made an essential point that the players should adopt only one attitude, I



FIG. 2.—THE STRAIGHT STROKE.

advocate in the following rules that there shall be perfect liberty as to the manner in which the mallet is held.

The second great difference is "the allowing or forbidding a player to move his own ball when he takes a Croquêt." The first-published rules did not allow a player to move his ball. If he did so, he was obliged to leave it in its new position, or replace it, at the option of the opposite side. This law was soon varied, and a note was generally added to the old rule, as follows:—"A player, in Croquêt'ing a ball, may place his foot lightly on his own ball, and move it with the same blow with which he moves the other ball." In the following rules I have favoured the innovation, because in what are termed "following strokes," and "splitting strokes," great skill and beauty of play are shown, which are entirely lost in "Tight Croquêt."

When a player strikes his own ball so that it follows the ball he is Croquêt'ing, he is said to make a "following stroke," and when he strikes it so that it takes a different direction to the Croquêt'd ball, he is said to make "a splitting stroke." Any one who has once learned to make these strokes skilfully will certainly never be contented to revert to the old style of



“Tight Croquêt,” there being so much more “play” in the new method ; and as skilful players will, no doubt, finally carry the day, it is probable that in some years “Tight Croquêt” will become altogether obsolete.

As regards other points, the laws which follow are simply an amplification of the old regulations, and contain those rules which are most generally accepted as “Croquêt” by good and experienced players.



THE CROQUÊT GROUND.

CROQUÊT possesses an advantage over many out-door games, inasmuch as it may be played on any piece of grass-land of moderate size. For the full enjoyment of the game a large arena, doubtless, is necessary; but for ordinary play the dimensions of the ground are not important. Croquêt, in fact, may be played almost anywhere. The park of the mansion, the lawn or grass-plat of the villa, the cricket ground, and the village green, are each adapted for it; and, indeed, to the great facilities for playing it may to some extent be attributed its present popularity. From the nature of the game, the more level the ground the better adapted is it for the purpose; and care should be taken to have the turf as smooth as possible, so as not to interfere with the rolling of the balls. Many noblemen and gentlemen in various parts of the country, true lovers of this noble pastime, have recently set apart a portion of their pleasure-grounds for it; and when really well made, and tastefully laid out, the Croquêt ground is not only a beautiful object in itself, but becomes a great and lasting source of enjoyment to its owner. All who have played Croquêt will readily admit that, as a game, it fairly merits the expense involved in the construction of a ground expressly for it, and is no less deserving of the care and attention required to maintain it in perfection.

The shape of a perfect Croquêt ground should be oblong. In length it should be 100ft.; in width, 65ft.* The surface

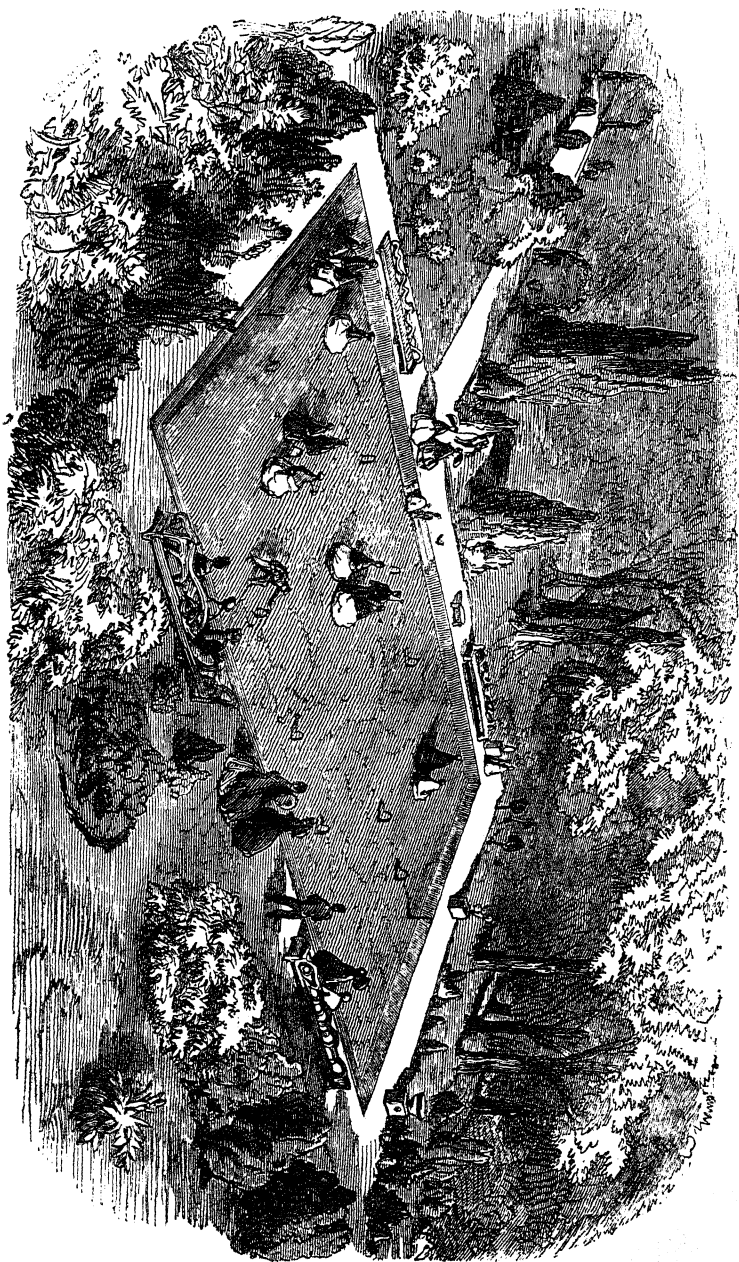
* The dimensions here given refer to a full-size lawn, but the game is mostly played on smaller grounds, frequently on those not exceeding 60ft. by 30ft. Of

should be of even, short-shaven turf. I cannot offer better directions for laying down turf than the following, taken from "The Amateur Gardener's Calendar," by Mrs. Loudon:—

The ground on which turf is to be laid should be dug over, levelled, trodden down, and raked. It should then be left for a few days to settle, and afterwards rolled with a large stone or iron roller. In some cases two or three inches of light soil are spread over the ground; but this is generally only considered necessary when grass seeds are sown instead of using turf. The best turf for gardens is that taken from fields or downs on which sheep have been pastured, as these animals destroy the coarse grasses by their habit of biting close to the ground. In cutting turf from a piece of grass land, it is necessary that a garden line be first stretched, in order that the cutting may be perfectly straight. The turf should be cut with a proper turfing-iron, in pieces a yard long, a foot broad, and about an inch and a half thick; and as the pieces are cut they should be raised with a turf-spade, by which the turf is pared off in thin slices. It is then rolled up, with the grass side inwards, as closely as possible, so as to make the rolls sufficiently firm to be carried without breaking. Before laying down the turf, if the ground happens to be dry, it should be slightly watered. When the turf is laid down, the edges should be carefully joined, and the pieces made to fit exactly to each other. They should then be well beaten with a heavy wooden beater, and afterwards well rolled. Where it is wished that the grass on grass-plats and lawns should be fine and smooth, it should be rolled frequently, and mowed once in three weeks in the spring and autumn, and once a fortnight in summer. Frequent rolling in March and April is of the greatest importance; and if this is carefully attended to, and the grass is kept regularly mown, a fine velvety lawn will be the result.

On each of the four sides of the Croquêt ground, a sloping embankment, rising 12 in., should be made, and, for the convenience of spectators, this should be encompassed by a gravel walk 4ft. wide. Beyond this walk, shrubs, vases, flowers, &c., may be placed, as the taste of the constructor may fancy. (See Illustration.)

course on so limited an area the game is somewhat cramped, yet even on this space it can be pursued with enjoyment. So moderate indeed are its requirements, that it is probable when its merits are fully known, many of the private gardens in the suburbs of the metropolis and other large cities, where flowers seldom thrive, will be converted into well-kept grass plats expressly for it. That such expectations are not unreasonable will be acknowledged by all who have shared in the enjoyment it affords.



THE CROQUET GROUND.

THE IMPLEMENTS FOR PLAYING CROQUÊT.

ALTHOUGH the game of Croquêt may be played with implements of simple construction, yet, when played on what may with propriety be termed scientific principles, the material, size, shape, and proportion of them, have an all-important bearing on the game. A large experience in the manufacture of Croquêt implements, and an intimate knowledge of the qualities of various English and foreign woods, have enabled me to determine with accuracy the best materials of which the balls, mallets, &c., should be made. In regard to the size, shape, and proportion of them, though guided, to some extent, by my own judgment as a player, I have relied chiefly on the opinions expressed by the most eminent players throughout the country, feeling assured that a more reliable basis for the manufacture of the best article is thereby attained, than by adopting the opinion of any one player in particular.

The implements used in playing Croquêt are—

THE BALLS.

THE MALLETS.

THE STARTING AND TURNING PEGS.

THE CROQUÊT CLIPS, OR MARKERS.

THE HOOPS, OR ARCHES.

THE BALLS.

OF all materials, sound Turkey boxwood, properly prepared, is unquestionably the best adapted for Croquêt Balls, and this opinion is confirmed by that of every good player I have consulted on the subject. Turkey boxwood has all the essential qualities necessary in a good Croquêt ball. It possesses strength and elasticity, great durability, and is of the proper specific gravity. The diameter of the ball should not be less than

$3\frac{3}{8}$ inches (barely 11 inches in circumference). Many eminent players, whose opinions are entitled to consideration, maintain that the ball should measure barely $3\frac{5}{8}$ inches diameter, and should weigh about 14 ounces. This size is generally adopted in the various Croquet clubs, but I am inclined to think it somewhat too large for the generality of players, as it necessarily involves the use of a rather heavy mallet. Among English woods, beech, without doubt, makes the best ball. It is not so durable as boxwood, but, nevertheless, it makes a good serviceable Croquet ball. Neither willow, chestnut, nor sycamore, are adapted for the purpose. Roundness in a Croquet ball is an indispensable quality, if the game is to be played on scientific principles, and experience has proved to me that in neither of these latter woods, from whatever part of the tree the balls may be made, can this roundness be preserved. They all become indented after very slight usage, the structure of the wood giving way beneath the repeated blows of the mallet, thereby impairing the spherical truth of the ball. Elm is harder, but it flakes under the blows of the mallet, and is, therefore, unserviceable. Other woods, such as oak, ash, hornbeam, &c., have been used for Croquet balls; but, taking all circumstances into consideration, I repeat my belief that beech will prove itself to be the best among our English woods for the purpose.

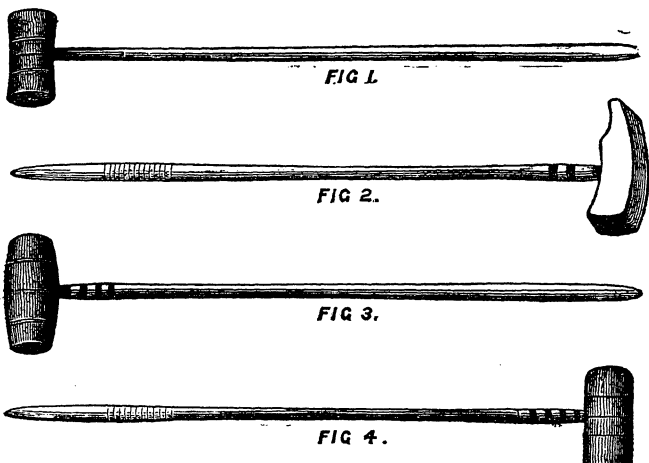
Croquet balls should be painted with three coats of good oil colour, each to be thoroughly dry before the succeeding one is laid on. The balls commonly in use are painted all over. The better kinds, however, are painted in rings of colour, their appearance, thus ornamented, being more pleasing to the eye.

I may here direct attention to the improvements lately introduced in a set of implements, which, *par excellence*, I have named "The Club Set." In this set the balls pertaining to each side are painted of one colour, in rings, the number of which on each ball distinguishes the owner thus:—Supposing the set to consist of eight balls, four would be painted red and four blue, in rings, one to four respectively. Thus painted, the rings not only identify the owner and the side to which he belongs, but also show the rotation of the players during the game. I may also remark, that in this set the boxwood is selected with great care, and, the several balls being cut from the same log, correspond, in weight and size, as nearly as possible with

each other. Before finishing they are submitted to a new process which I have lately adopted, by which their durability is greatly increased. A set of these balls, with ordinary care, and if kept from the weather, will last for years.

THE MALLETS.

THE weight of a Croquêt mallet should be in exact proportion to that of the ball used with it, so that the latter will yield freely to the blow given to it by the player. If used with box-



wood balls, the mallet-head should also be of boxwood. With beech balls ash is as good as anything for the purpose. Various forms of mallet heads have been adopted by Croquêt players. The shape of that in general use is cylindrical, with the side slightly hollowed (Fig. 1). The head should be $4\frac{1}{2}$ in. long, by $2\frac{3}{8}$ in. diameter. If made of ash, the faces should be slightly rounded off to prevent fracture by collision with the balls. The handle of the mallet should be of straight-grained, well-seasoned ash, turned smooth, and nicely polished. Croquêt handles have been made of lancewood, hickory, Malacca cane, &c., but ash is an excellent wood for the purpose, and no better need be desired. The length of the mallet should be 3 ft.—not less, except for children's play. Many players prefer a mallet

3ft. 3in. long ; but this size, in my opinion, is not so well suited to the generality of players as the former.

Fig. 2 is another form of mallet, preferred by some players. The faces of this mallet head are rectangular, the sides slightly hollowed, and the upper and under surfaces made on the curve, to agree with the arc described by the mallet in its descent. One end is left large, while the other is reduced one-half in thickness, in order to prevent injury to the foot when resting on the ball to make "the Croquet."

The mallet shown in Fig. 3 is also occasionally used, but is not deserving of especial notice.

Fig. 4 is a new form of mallet head, much approved of by many eminent players. In the Club Set, before alluded to, the mallets are of this pattern, one end being made of a convex shape, while the other is left flat. This shape undoubtedly possesses advantages, inasmuch as many good strokes may be made off the rounded face, whilst others may be obtained even more successfully off the flat one. Of course, in a mallet of this description, like that in Fig. 2, the handle should be inserted somewhat out of the centre, longitudinally, so that it may balance in the hands of the player.

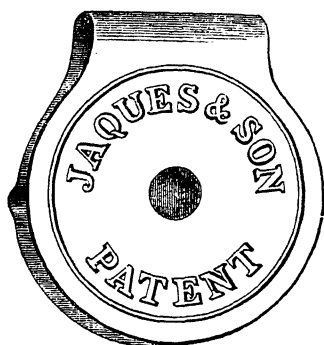
THE STARTING AND TURNING PEGS.

THESE should be made of ash, smoothly turned and nicely polished. Each peg should measure 2ft. in length, and about $1\frac{1}{8}$ in. in thickness, rounded on the top, and tapered to a point at the lower end, so that it may easily penetrate the ground. Rings of a colour corresponding with those on the balls should be painted on the stem of each peg. This plan I formerly introduced to show the rotation of the players during the game, and it has been found to supply a want that was very commonly felt previous to its introduction.

THE CROQUET CLIPS OR MARKERS.

WHEN the players do not exceed two or three in number, no great difficulty is experienced in recollecting the particular hoop a player has next to go through. When, however, many play, a

considerable time occurs between the several turns ; and hence, doubts and disputes as to the proper hoop often arise. To obviate this I designed the Croquet clip, or marker. This consists of a metal clip, as shown in the accompanying illustration,



painted to correspond with the player's ball, one clip being assigned to each player at the commencement of the game. A circular mark on one side indicates the direction in which the player is proceeding. The clip is intended to mark the hoop through which the player is next going, and at which, in his turn, he aims.

THE HOOPS, OR ARCHES.

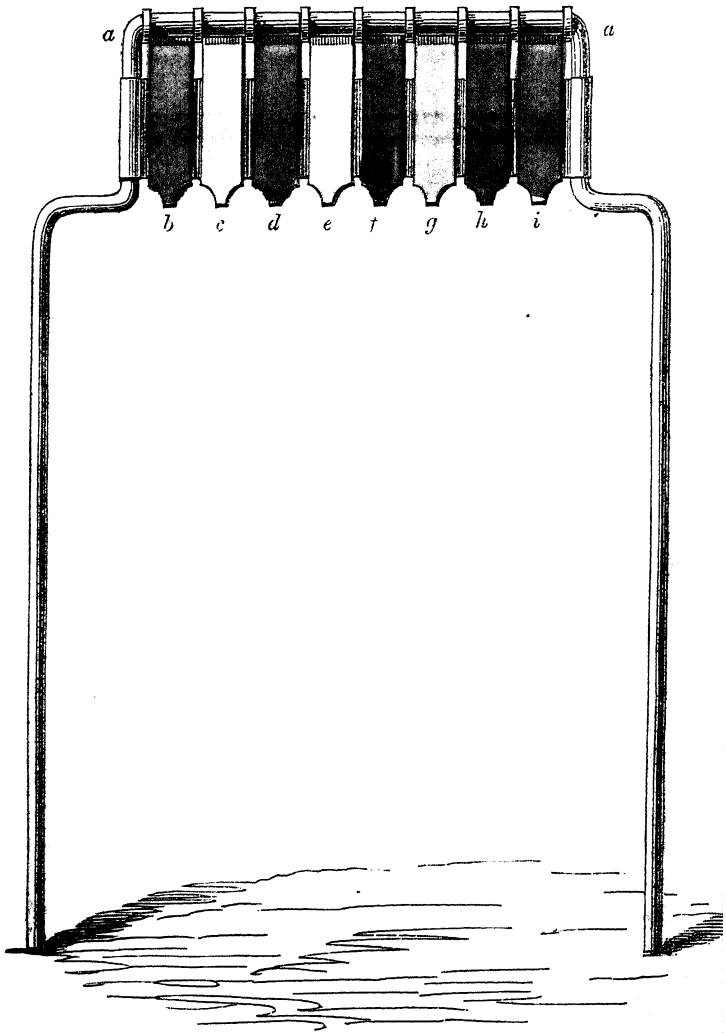
THE hoops used in Croquet do not exceed ten in number. They should be made of round iron wire (square or flat is not suitable, as it injures the balls) three-eighths of an inch in thickness, and should stand, when fixed in the ground, 13 inches high. The span of the hoop should not exceed 10 inches. Any greater length detracts from the skill of the player. I have recently adopted the plan of japanning the hoops white, in order to render them more striking to the eye in contrast with the green turf—a matter of some importance, especially when the ending of a game is carried on, as will frequently occur, in the dusk of the evening.

A new Croquet hoop, for which her Majesty's Royal Letters Patent have been granted, has recently been introduced, and by its apparent superiority is likely to supersede that hitherto adopted. An engraving of this hoop, or Croquet indicator, as it is termed, is given on the annexed page, and the following are the advantages it possesses over the ordinary kind :—

1. More ornamental in appearance.
2. More conspicuous to the player.
3. Can be driven in the ground with greater ease.
4. Indicates the rotation of the players.
5. Registers the position of each player during the game.

These several improvements will readily be acknowledged, but the chief merit of the hoop is unquestionably the capability it offers for registering the position of each player during the game. This is effected by a simple mechanical contrivance, facile in its action, and not liable to disarrangement even by constant exposure to the weather. From the horizontal wire, *aa*, which connects the two sides of the hoop, are suspended eight small metal flaps, or "tallies," *b, c, d, e, f, g, h, i*, each moving freely on its own axis, and painted similar in colour to the balls. When a player has gone through his hoop in order, the "tally" corresponding with his ball is turned over to the opposite side, and the vacant space left indicates that the hoop is "made," This contrivance being fitted to each hoop, the shifting of the Croquet clip, as hitherto, is entirely obviated, the player's position being registered by the Indicator with greater ease and accuracy. Of course with these hoops the clips are not required.

By Royal Letters Patent.



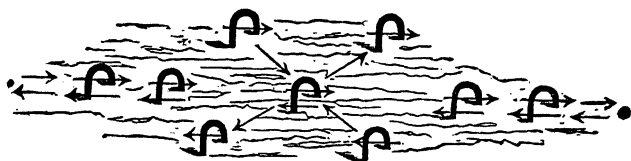
THE CROQUET INDICATOR.

THE ARRANGEMENT OF THE HOOPS.

THE arrangement of the hoops shown in Plan No. 1 (page 24) is that adopted by all good Croquet players. It is accepted by them as the original one, and as affording the best game. The distances given on it refer to a full size Croquet Ground. Where the space is limited, Plan No. 2, presenting a similar arrangement on a smaller scale, will be found more suitable. The exact distances, however, between the hoops are unimportant, and may be regulated according to the dimensions of the ground on which the game is played. In both plans it will be seen that the distance between the hoop numbered 2, and the line of the hoops numbered respectively 3 and 12, is somewhat less than that between the other hoops, and in this respect the arrangement given should be carefully adhered to at each end. In certain rules, lately published, the players are directed to fix the three hoops numbered respectively 3, 2, 12, in a line with each other. Such an arrangement, however, is a mistake, and ought not to be adopted, for, if it is, some interesting play is lost. This is shown by reference to plan No. 2. Thus—A skilful player at the starting peg, placing his ball on A, would strike the latter with sufficient force to go through hoop No. 1, and roll to B. At his second stroke, by similar good play, he would strike his ball obliquely through hoop No. 2, leaving it in a position to continue onward through hoop No. 3, in the following stroke. Now these several strokes, presenting, as they do, favourable opportunities for exhibiting both skill and beauty of play—without which, indeed, owing to their difficulty, they could not successfully be made—would be entirely lost if the arrangement alluded to were adopted.

Other arrangements of the hoops are sometimes made, at the

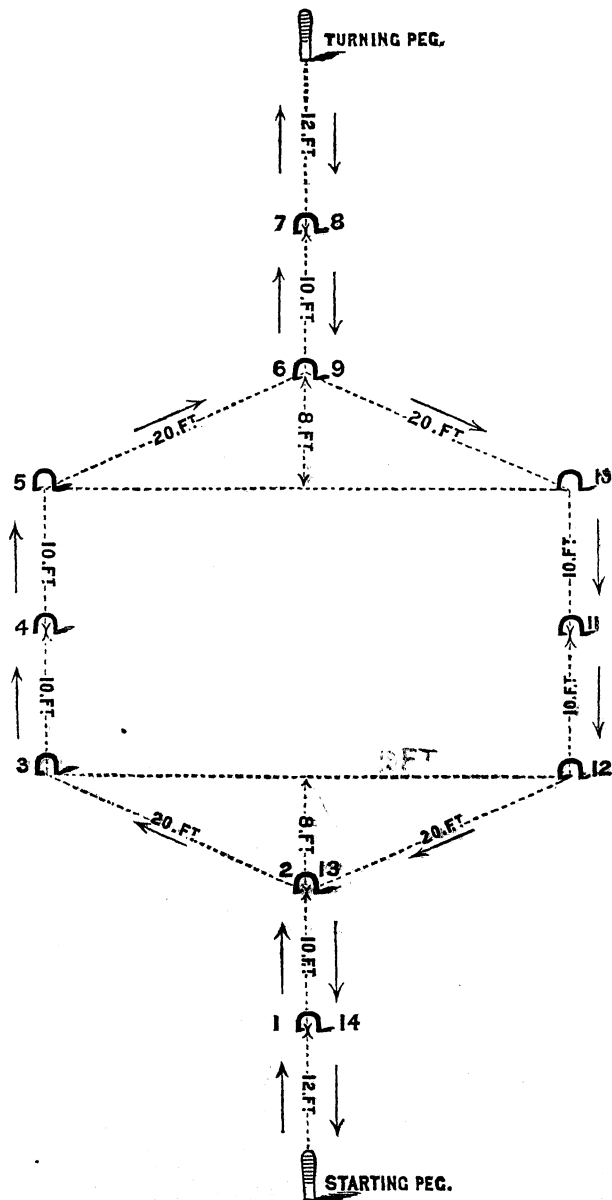
option of the players. Where the Croquet Ground is small, the following, with nine hoops only, affords an interesting game, the central hoop presenting, perhaps, rather greater difficulty to



the player. Occasionally, the middle hoop on each side is extended beyond the other two, as shown in the annexed engraving.



In giving examples of these variations, it must not be understood that I advocate their adoption. Earnest players of the game—those who by their skill have made themselves authorities on Croquet—are averse to such alterations. The game is not improved by them, and if once the right of arbitrary arrangement is conceded to players, there will be no limit to capricious innovation and consequent confusion. As a rule, therefore, it is better, unless the ground is unusually small, to adhere to the original plan.



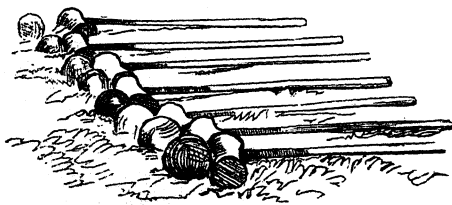
GENERAL DIRECTIONS.

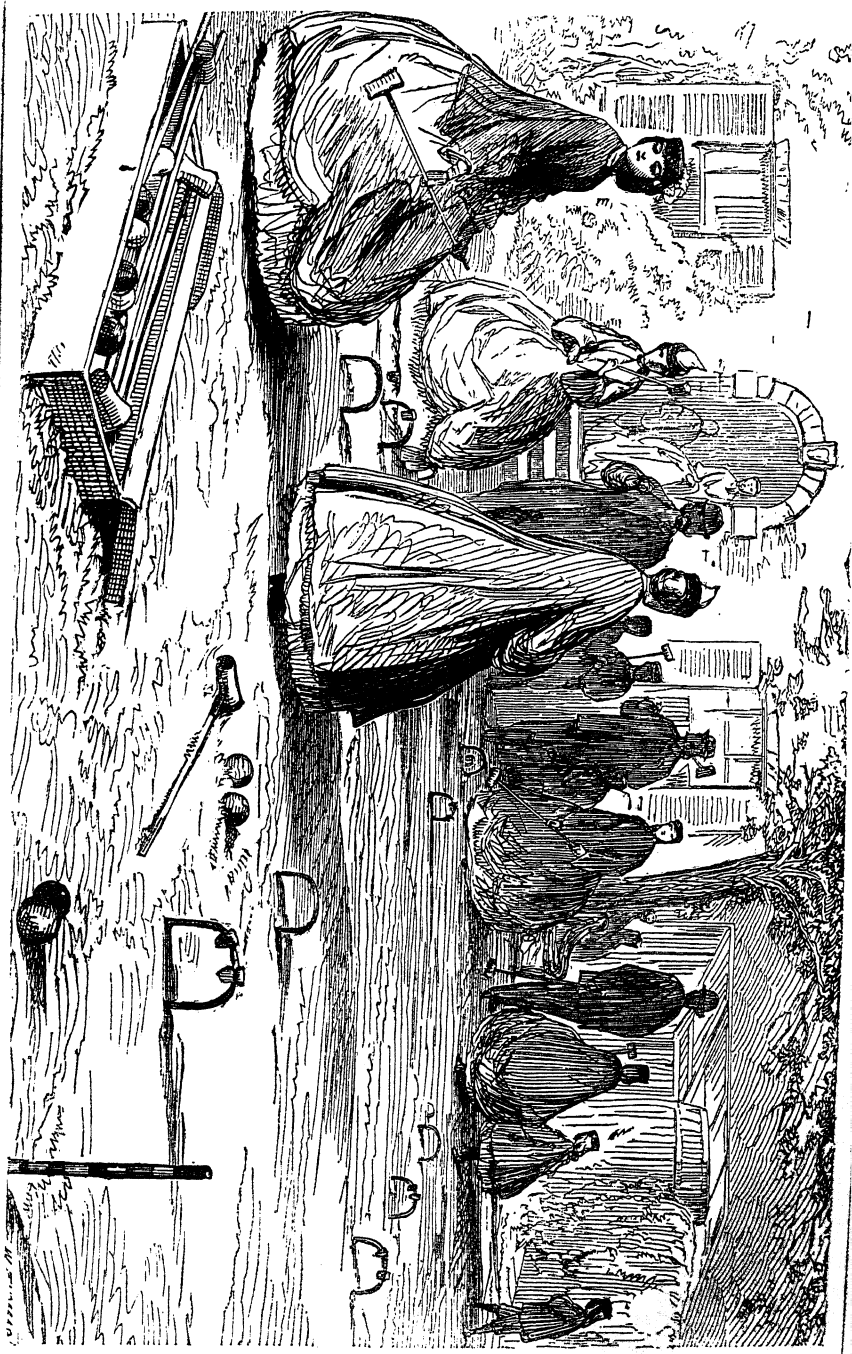
THE game may be played by any number of persons not exceeding eight. A larger number is not desirable, as the game thereby becomes tedious, owing to the long interval that occurs between the several turns. If played by only two, the game is improved by each player taking two balls. Four, however, is by far the best number, and produces so excellent a game, that it is better, when there are as many as eight players, to divide them into two sets, both playing on the same ground.

Each player takes a mallet, ball, and Croquet clip of the same colour or number, the clip being used to indicate the hoop at which, in his turn, he aims.

At the commencement the players divide into sides, which, if not even, may be made so by one of the players taking two balls—the division into sides, choice of balls, mallets, &c., to be determined by the players among themselves. Should any dispute arise on this subject, it may be decided by the umpire placing the set of Croquet clips in a bag, and making the division and allotment of the implements according to the colours drawn out individually by the players.

The game consists in striking the balls from the starting peg through the seven hoops to the peg at the other end, which must be struck. This is called “pegging.” The balls are then driven back again to the starting peg; as shown by the direction of the arrows in plan No. 1. When all the balls on one side have been entirely round, and hit the starting peg, that side has won the game.





THE LAWS OF THE GAME.

1. ON commencing, each player must place his ball within a mallet's length of the starting peg *in any direction*, and his first stroke will be to pass through the first hoop.
2. After the first stroke in the game the player plays his ball (subject to the provision contained in Law 23) from where it happens to rest. (a)
3. The players on each side are to play alternately, according to the colours on the starting peg, and the order in which they play cannot be altered during the game.
4. Each player continues to play so long as he plays with success, that is, so long as he drives his ball through the next hoop "in order," roquêts or croquêts another ball, or hits the turning peg "in order." (b)
5. When a player strikes his own ball, so as to hit another at a distance, he is said to roquêt it; and, having thus hit a ball, he *may* then, as it is termed, "take the croquêt," (c)

(a) On most Croquêt grounds a player missing the first hoop takes his ball up, and when his turn comes round again plays from the starting place as at first; but this privilege, though it may be occasionally conceded to a weak player, is wrong in principle, for no concession should be granted to unskilful play.

(b) In the former edition the law was "a player stops at the peg; that is, having struck the turning-peg in order, his turn is at an end;" but in reference to it the following note was added:—"This law is not universal. On many Croquêt grounds a player continues playing after having struck the turning peg in order. On those where I have mostly played, a player stops at the peg. As each mode of play finds its advocates I think it better, until the law is finally settled, to make it optional with players as to which rule is to be adopted, on the condition, however, that it be determined previous to the commencement of the game."—Further consideration and experience have convinced me that the law, as now laid down in No. 4, is right and reasonable, and affords a more interesting game.

(c) It will be observed, the acceptance of the Croquêt is here made optional and

which is done as follows :—He lays his own ball against the other so that it touches it. He then places his foot on his own ball, which he strikes with his mallet. This will drive the other ball with any strength, and



THE CROQUËT.

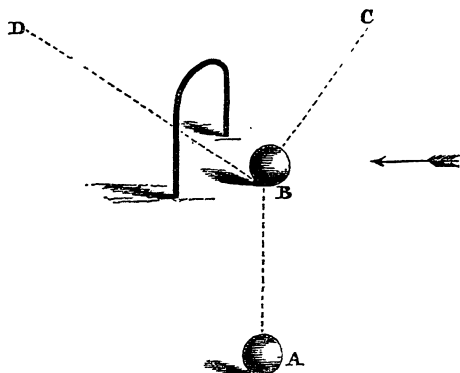
in any direction, he pleases. In croquë'ing a ball away, a player holds his foot firmly on his own ball. In making a splitting or following stroke, the foot is held lightly on it, but it is not obligatory to put the foot on at all. This is entirely at the option of the player.

6. A player in taking the croquët must place his own ball close beside the roquë'd ball, so that they touch, but in striking his own ball he is not compelled to move the ball he croquëts. (*d*)

not compulsory. I have withdrawn the restrictions formerly imposed upon the player in reference to this law, feeling certain that future legislation on the game will be founded on the wholesome principle of allowing, in regard to choice of play, the utmost freedom to the player, consistent with the game.

(*d*) The latter part of this law is in opposition to former legislation, but is consistent with the principle of free play alluded to in note (*c*).

7. A ball roqué'd or croqué'd through its hoop "in order," counts the hoop (subject to the provision contained in Law 14.)
8. No ball can roqué't or croqué't, or be croqué'd, until after it has passed through the first hoop. (e)
9. A player may roqué't or croqué't any number of balls consecutively; but he cannot roqué't or croqué't the same ball twice *during the same turn* without first sending his own ball through the next hoop "in order."
10. If a player in roqué'ing a ball makes "a cannon," *i. e.*, strikes two or more balls, the croqué't may be taken off which ball he pleases. (f)
11. A player, going through his hoop "in order," after roqué'ing a ball, counts the hoop, and has the option of accepting the croqué't off the roqué'd ball. Thus—Supposing A in roqué'ing B to C runs through its hoop "in order" to D—A counts the hoop, and (if he pleases) takes the croqué't off the roqué'd ball at C.



(e) If, instead of going through his *first* hoop, a player perchance roqués a ball, the latter must be left where struck, but such roqué't does not entitle him to another stroke.

(f) I have introduced this law, as the "cannon" adds to the interest of the game. Among those players whom I have consulted, several advocate the Croqué't being taken off *each* of the roqué'd balls when a "cannon" is made; but in *my* opinion the rule is open to objection, for the "cannon," when there are many players, is mostly the result rather of accident than of skill.

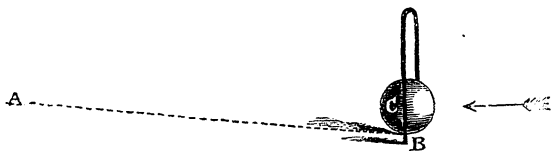
12. A ball has passed through its hoop ("made its hoop"), if it cannot be touched by the handle of the mallet laid on the ground from wire to wire on the side from which the ball passed.



13. A ball does not make its hoop unless the *whole* of it passes through the hoop "in order." (g)

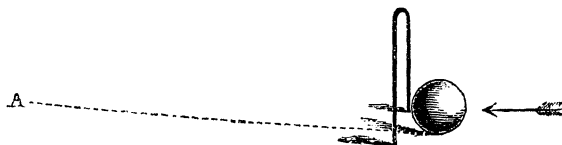
(g) The full intent of this law will be understood by reference to the following diagrams. Thus—A ball struck from A, Fig. 1, (on the reverse side of the hoop)

FIG. 1.



to B is not in a position to make its hoop at the player's next turn, for if then struck through it from the front, part of the ball C, would not have passed the hoop at all. To be in a position to make its hoop, the ball must be driven *through* it from A, as shown in Fig. 2. A ball is considered in position to make its hoop if

FIG. 2.



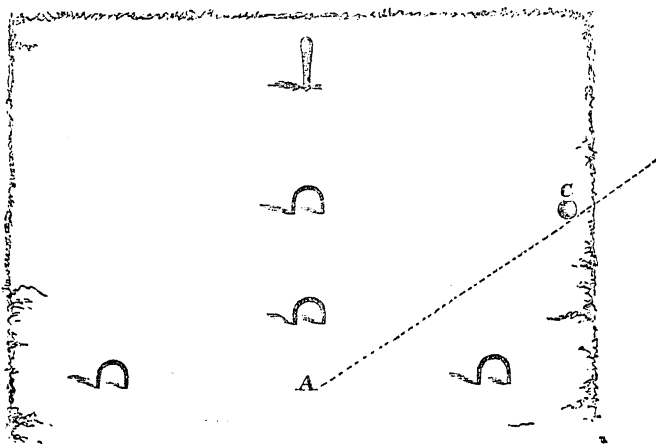
it ~~cannot~~ be touched by the handle of the mallet laid from wire to wire, on the *reverse* side of the hoop.

14. A ball does not make its hoop if it passes through the hoop, and then, from any cause, rolls back again. (*h*)
- 15.. Instead of aiming at his hoop or another ball, a player may strike his ball towards any part of the ground he pleases. When he has made a complete circuit from the starting peg back to the starting peg, he may either retire from the game by pegging, or, by not doing so, remain in. In this case he is called a "Rover," and will still have the power of roqué'ing or croqué'ing each of the balls during any one of his turns.
16. A "Rover" cannot roqué't or croqué't the same ball twice during the same turn.
17. A player must fairly hit his ball, and not push it. A ball is fairly hit when the sound of the stroke is heard. A ball is "pushed" when the face of the mallet is allowed to rest against it, and the ball propelled without the mallet being drawn back. (*i*)
18. A player may play in any attitude, and use his mallet with his hands in any way he pleases, so that he strikes the ball with the face of the mallet.
19. When the ball of a player hits the starting peg, after he has been through all the hoops, whether by his own play or by that of another (subject to the provision contained in Law 21) it is "dead," and he is out of the game.
20. A "dead ball" must at once be removed from the ground.
21. Any ball disturbed by a "dead ball" is to be replaced in its former position on the ground.

(*h*) This law is necessary in order to avoid dispute, for a decision cannot be arrived at (in accordance with law 12) until the ball is at rest.

(*i*) Some players rest the head of the mallet on the turf at a distance from the ball, which they strike by sharply advancing the mallet from its resting-place, and this is a fair stroke, if the sound of the blow is audible; but, in accordance with this law, the ball must not be *pushed* after the stroke is made.

22. If a player play out of turn, any success so gained is lost ; his ball, and those displaced by it, are to be replaced in their former positions on the ground, or left where he may have struck them, at the option of the adversary in rotation, provided the error be discovered before the latter player commences.
23. A ball struck beyond the limits of the croquet-ground must be replaced on the ground within half a mallet's length of the edge, measuring in the direction taken by the ball. Thus—a ball at A struck beyond the limits of the ground to B, would be replaced within half a mallet's length (18 inches) of the edge (measuring along the dotted line) at C.



24. The clip is placed on the hoop through which the player is next going. The clips are to be changed by the umpire, and are decisive as to the position of a player's ball ; but, if the umpire forgets to change a clip, any player may remind him before the next stroke. Should there be no clips, a player is entitled to ask any other player how he stands in the game.

25. The decision of the umpire is final. His duties are—To move the clips; to decide when balls are fairly struck; to restore balls to their places which have been disturbed by accident; and to decide whether a hoop is made or not, in doubtful cases.



TERMS USED IN THE GAME.

ROQUÊT.—To hit another ball with one's own.

CROQUÊT.—To strike one's own ball when in contact with a roquê'd ball.

IN ORDER.—"In order" implies the rotation of the hoops, as indicated by the arrows and the figures in Plan No. 1.

DEAD BALL.—A ball is "dead" when it has gone through all the hoops "in order," and struck the starting-peg.

WIRED.—To be "wired" is to have your ball in such a position that a hoop prevents the stroke you wish to make.

PEG.—To "peg" is to strike either of the pegs in proper order.

DISMISS.—To "dismiss" a ball is to croquêt it to a distance.

ROVER.—See Law 15.

CROQUÊT.

The following, which is inserted by permission, is an extract from a Poem which recently appeared in the pages of *Punch* :—

WHENCE Croquet sprang to benefit the earth,
 What happy garden gave the pastime birth.
 What cunning craftsman carved its graceful tools,
 Whose oral teaching fixed its equal rules,
 Sing, JACQUES, thou apostle of the game!
 If dissyllabic is thy famous name;
 Or if, as Frenchified, it is but one,
 By saying, "Sing, JOHN JACQUES!" the trick is done.
 Mysterious Croquet! like my "Little Star"
 Of infancy, "I wonder what you are?"
 Owning no parent, yet herein no shame,
 Where all the honour would so gladly claim,
 May be that, thou did'st give to mortals joy,
 When winged Time was yet a fledgling boy;
 See sporting Nimrod coming from the fields,
 Lays down the spear and the gay mallet wields;
 A Pre-Noachian Croquet might have then
 Been the delight of Patriarchal men.
 As on Assyrian Courtwalls, figure-fraught,
 Scholars see something, where the boys meant naught,
 So we, upon these walls (from bias freed),
 May the antiquity of Croquet read.
 Can Cricket that excludes the softer sex,
 Tennis, that doth the looker-on perplex,
 Or Bowls, that Tory Parsons used to play,
 Or Skittles when each sharper has his way,
 Can these, or any other, to us known,
 Delight both sexes like this game alone?
 Cricket is modern. When the earliest match,
 When the first skyer fell to the first catch;
 When first the term was used of "keeping wicket,"
 Who the inventor, who first played at Cricket,
 Who gave the names to creases, stumps and bats;
 To short leg, long stop, point, *etcetera*—that's
 A knowledge every one can get by heart,
 Not so with Croquet, let the curious start,
 With book and plan to trace its wandering course,
 Like Speke and Grant the Nile, up to its source,
 Its streams run back until you end the chase,
 And stand amazed upon the brink of space.
 Some think when Newton viewed the planets roll,
 A thought of Croquet glanced athwart his soul:
 In Jupiter the Blue, in Mars the Red,
 He saw, while Croquet'd comets madly sped,
 If so, I wish the Master of the Mint
 Had taken Thyme to put his thought in print.

* * * * *

Aid me, ye playful nymphs that flit around
 The Pegs and Hoops of every Croquet Ground!
 Ye gentle spirits do not mock, nor blame
 My humble efforts to describe the Game.
 Eight's the full complement of players: more
 Than six is bad, I think let two or four

Of equal skill for Croquêt's laurels fight,
 This the best form of game. Say, am I right?
 Let Messrs. Robinson and Jones choose sides;
 Miss Smith, Miss Brown; perchance their future brides,
 Events *do* happen strange as those we read,
 And Croquêt may to Hymen's Altar lead.
 Jones wins the Toss, and, cunning dog, forthwith
 Takes for his partner blonde Miss Emmy Smith;
 While Robinson, who'd just begun to frown,
 Looks happy and selects brunette Miss Brown,
 On Emmy, Blue her partner's care bestows,
 And her with Yellow does Brunette oppose;
 Jones chooses Green: two laugh: "he laughs who wins:
 To Robinson the Red: and Red begins.

* * * * *

One mallet's length from what *at first* we call
 The *Starting* Post, the player puts his ball,
 Here o'er the red our Robinson, with calm
 Determination, lifts his dexter arm,
 Whose hand, which even Sayers' self might shun,
 Grasps the firm mallet gleaming in the Sun.
 Not otherwise did Arthur lift on high
 The bright *Excalibur* and foes defy.
 "Now then, look out!" Red's war-cry; and with care
 The weapon slowly cuts the fragrant air,
 The listeners hear the dullest tap proclaim
 The first blow given in th' exciting game.
 Here Robinson's right hand its cunning shows,
 Through the first Hoop the ball obedient goes,
 And rolling onward seeks with gentlest pace
 'Twixt first and second Hoop a middle place,
 Whence its skilled master with no waste of force
 Can the next 'vantage gain upon his course.
 The Two Hoops won, the Red must now go through
 The Third, that's parallel with number two;
 But from it distant twenty feet, and so
 Back at a sharpish angle you must go.
 Now herein lies the art of arts, to send
 Yourself to such a place as not to lend
 The smallest aid to your opponent, yet
 Where you'll from your ally assistance get.
 Well, Robinson this crafty method knows,
 And will essay; but he cannot "dispose."
 A buzzing fly or some malicious elf
 Taking that form, or Belzebub himself,
 The very king of flies, come up to worry him,
 And when he should be slow and sure to hurry him.
 The Blue and Green do much enjoy the joke,
 Brunette is angry; Red is "off his stroke."
 Dame Fortune suddenly her wheel reverses,
 And his ill-luck Red, *sotto voce* curses.
 The fickle jade who's backed him, now has tricked him,
 He hits to where he'll fall an easy victim.
 His turn is over; for this rule's obeyed,
 By none may two successive strokes be played,
 Save one of these three following things you've done—
 Have Roquêt, Croquêt, or a Hoop just won.
 The meaning of these terms I'll soon explain,
 At present Robinson can't play again.

Now Jones commences, and both Hoops he makes,
 Then steady aim he from the second takes
 At Red, and *if he hits him*, 'twill be seen
 What we by "Roquétting a person" mean.
 Huzza! 'tis done! Miss Smith the deed applauds
 As partisans cry out "well hit" at Lord's.
 Napoleon-like, with folded arms and frown,
 Stands Red. "Oh Dear!" sighs heavily Miss Brown.

Intent upon the game, without a word,
 Jones puts the Green in front of Hoop the third.
 Touching the Red, and thus the foes have met,
 On Green is Jones's foot securely set.
 When Greek meets Greek, we're told and not before,
 That awful moment comes the tug of war ;
 To Croquêt Red, is Jones's present end,
 That is, by striking Green the Red to send
 Up to the limits of the Croquêt plane,
 Whence he'll lose time in coming back again
 To his original position ; now
 To "Croquêt anyone" I've told you how.
 Jones struck the Green, and thwack ! the Green struck Red
 Who from his stronger foeman shudd'ring fled.
 Honour the brave ! he cannot choose but yield,
 And leave the Green possessor of the field.

* * * * *

This is the state at present of the game,
 Miss Smith's not had her turn ; Miss Brown the same ;
 Red, Croquêt, does for speedy vengeance call,
 While Green continues striking now the ball ;
 This rule can't fail the losers to provoke,
 Viz., that a Croquêt's followed by a stroke ;
 Ofttimes, to Croquêt helps you to a place,
 Which you would not have reached so soon ; this case
 Was Jones's, for, at Hoop three, is the Green
 Where he could not, without Red's help, have been ;
 Thus selfishly ambitious worldlings play,
 Clinging to who will help them on their way,
 Whom, being used, they will, at the first chance,
 Croquêt away, and thus themselves advance.
 At the third Hoop now Green prepares to fire,
 With grim delight Red views him strike the wire,
 And "better luck next time," cries Red, "old fellow !"
 "Show him no quarter, but be careful, Yellow."
 This to Brunette, who makes the first and second,
 Then Roquêt's Green, on which she had not reckoned,
 Then Croquêts him away, not very far,
 While Robinson exclaims, "Green, there you are !"
 As through the third Hoop goes Brunette ; the two
 Foes eye each other, "Now the fourth she'll do."
 Right through again ! all are astonished ; she
 Is more amazed than any of the three.
 The fifth, at her *next* stroke she cannot do,
 Hoop five, to four, is, as was three to two ;
 The last but one before the turning post
 Is number five, which she, as 'twere, may coast ;
 So for this neutral Port does Yellow steer,
 Placing herself the wished-for haven near.

* * * * *

Now 'tis Miss Emmy's turn ; she strikes the Blue,
 The first Hoop gains, but misses number two.
 Quoth timid Blue, "I am not playing well."
 While Green defines her failure as "a sell."
 "Ho !" from the farthest corner comes a shout
 Whence Croquêt Robinson would fain get out ;
 Then as the stricken rock by Old Thor's sledge
 Raced with the wind, so now from edge to edge
 Flies the Red ball ; too strong the stroke for good,
 The Red stops just eight feet past where it should
 By Green, to whom some time since it occurred
 To be by Yellow Croquêt, Hoop the third
 Must now be gained : yet stay, Green can't go through,
 He can but "place himself," and *voilà tout*.
 The fifth Hoop, unmolested, Yellow seeks
 Through that, then through the sixth and last she sneaks,
 The last, I mean, before the turning peg
 At which she aims, when Red is heard to beg

That she'll be cautious ; some folks who would serve one
 With good advice, oft manage to unnerve one.
 Brunette, " I know that I shan't do it," cried ;
 Then Yellow makes, in cricket phrase, " a Wide."
 Emmy pretends, the cunning little soul,
 With her dark foe's misfortune to condole,
 While quietly the second Hoop she makes,
 And on her backward road her partner takes,
 Whom she with much more certainty than haste,
 Now Croquêts, through the third, from where he's placed ;
 Then following to the same propitious spot, .
 Makes the fourth Hoop for both, a wondrous shot !
 In Blue-green breast see dying hopes revive,
 Her place Blue takes for gaining number five,
 And first she'll, passive, serve her partner's need ;
 Miss Emmy's play's been very good indeed.

Still the third Hoop invites the fretting Red,
 He nearly reaches it ; his luck has fled.
 Green runs to Blue, who Roquêt, Croquêt, flies
 Through the fifth Hoop, then near it soon Green lies
 And passing through the sixth, his skill is such
 That he the Turn-peg manages to touch.
 To hit the post again, then help his mate,
 His plan : the Yellow makes him hesitate ;
 He strikes the post, returning, then one look
 At Yellow settles him ; 'twill suit his book
 To Croquêt her to Jericho, let's say ;
 And Jones was right, it was the game to play.
 So first he Roquêts Yellow, and then whips
 His foot atop of Green, and then—he slips !
 His stroke is lost, and, such is fortune's whim,
 She, whom he came to Croquêt, Croquêts him.

* * * * *





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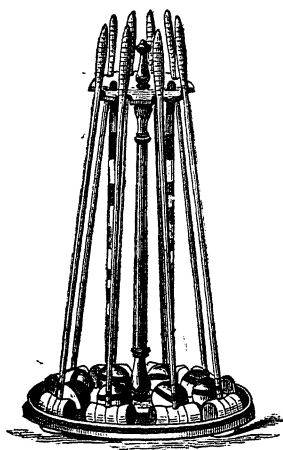
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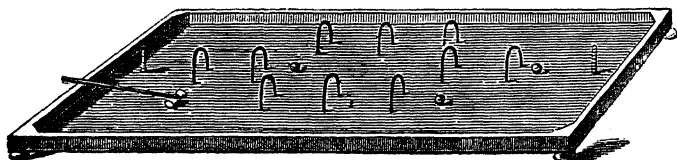
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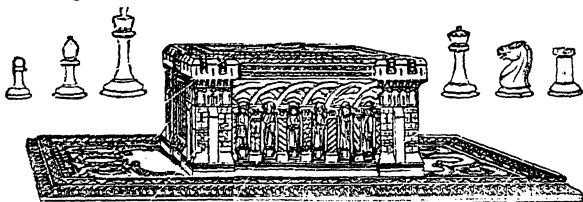
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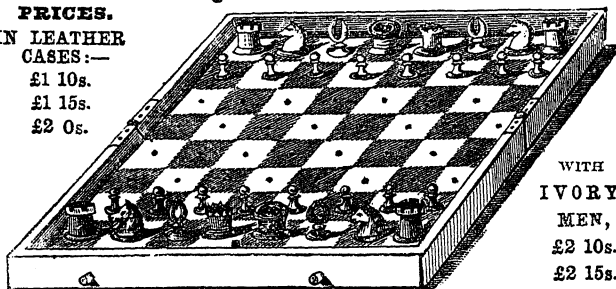
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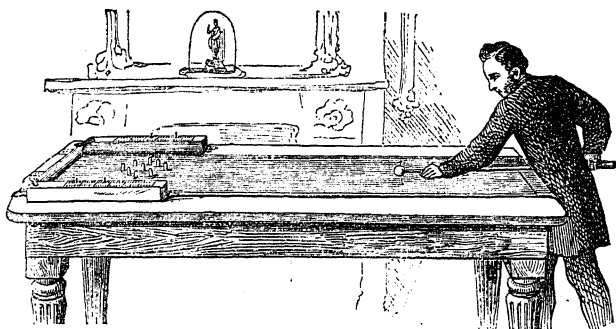
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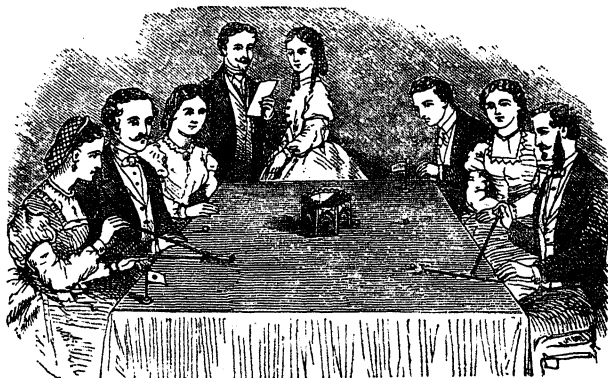
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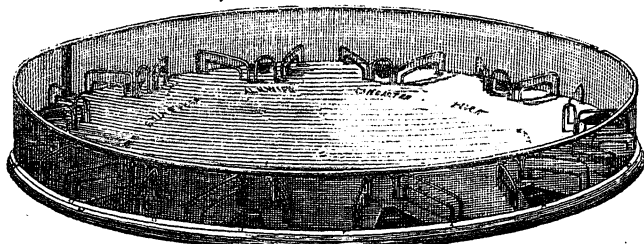
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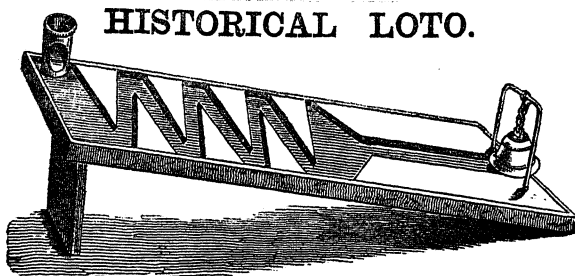
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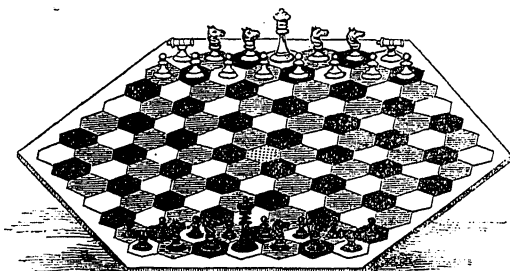
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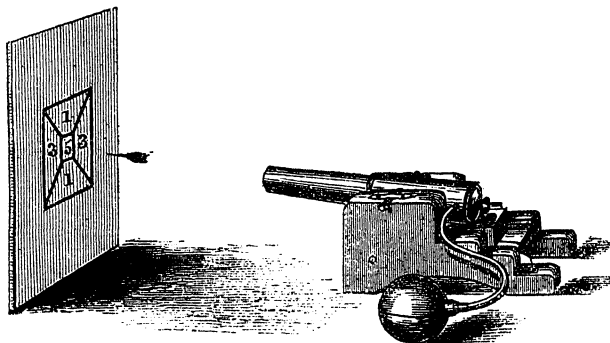
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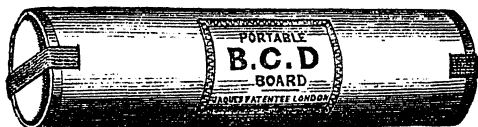
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