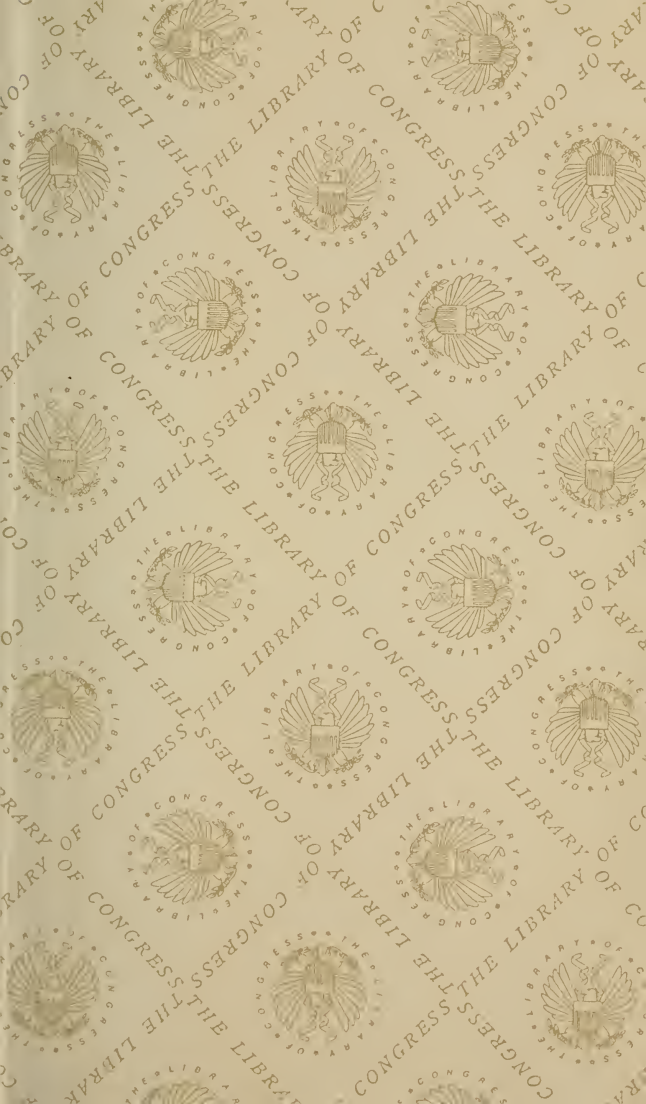


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Croquet.

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1875.

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CROQUET.

At a convention of Croquet Players, held in Brooklyn, 5th April, 1875, the following rules were adopted. It is believed that they will be found to embody all the directions necessary in the production and enjoyment of this excellent game *at its best*.

A main object observed in the production of these rules has been to make as *few* as possible, and yet cover all the essential points, to avoid so far as may be *disputations*, and by their conciseness render it little labor to master the same.

The want of proper rules has been seriously felt, and the Convention believes that their experience enables them to develop *the* game most worthy the best skill of its disciples.

I.

THE FIELD.

The Stakes may be set 70 feet apart and the First Bridge placed 7 feet from the first stake; the Second Bridge 7 feet from the first; the 3d (or 1st Wing Bridge) 14 feet to the left and $3\frac{1}{2}$ feet in advance of the Second Bridge; the Fourth (or Central) Bridge on a line with the First and Second Bridges and 21 feet in advance of the latter. The remaining Five Bridges shall be placed at the same relative distances to complete the game. Thus there will be 5 Bridges in a line between the stakes and 4 outside or Wing Bridges.

II.

LIMITS.

The area of play shall be limited to 10 feet beyond a line drawn around the game, bearing on the Stakes and Wing Bridges, and any ball driven to field shall be brought back, (in a direction toward the Centre Bridge,) to a point 12 inches inside of this limit before play proceed, otherwise this privilege is lost.

III.

BALLS.

The best balls are made of composition or rubber, and should be $3\frac{1}{2}$ inches in diameter and painted a solid color, black, white, blue and red.

IV.

MALLETS.

The mallets may be of Boxwood, and are in good proportion, having the following measurements: Head $2\frac{1}{2}$ x 5 inches, handle 25 inches in the clear.

V.

BRIDGES.

Bridges should be $10\frac{1}{2}$ inches in width and 12 inches in depth. They should be made of stout wire and painted white.

VI.

PARTNERS.

When the Partners have not been mutually agreed upon, they may be determined by all placing their balls on a line, three paces from the stake and all striking simultaneously; the two lodging nearest the stakes being partners and also winning the choice of balls, and the right to order the lead.

VII.

TOUR OF PLAY.

The Tour of Play shall be to the left.

VIII.

LEADING.

The Leading Ball shall be placed at a point, on a line with the stakes, and midway between the stake and first Bridge, "the spot," and shall proceed to run the Bridges.

IX.

THE BLOW.

The blow shall in all cases, be a fair, square blow, made with the head of the mallet only.

X.

PUSH SHOT.

It shall not be lawful for the mallet to remain in contact with the ball after the delivery of the blow.

XI.

SCORING OR MAKING A POINT,

A Point is made by running (or making) a Bridge or tolling a Stake.

XII.

BOOBY.

Should a ball fail to make the first Bridge, it becomes a Booby, and as such must play from its resting place. Playing upon a Booby gives no right to further play unless by the same stroke a point is scored. A Booby cannot exercise any of the rights of a bridged ball.

XIII.

TWO STROKES.

If a player, with one blow, succeed in running more than one Bridge, or in running a Bridge and tolling the Stake, he shall be entitled to two strokes.

XIV.

SUCCESSION OF PLAY.

When a player fails to score, the next color follows in play.

XV.

RUNNING A BRIDGE.

A Bridge is run when the ball stops on the other side; which may be determined by placing the handle of the Mallet against the Bridge.

XVI.

BRIDGE ONCE MADE.

A Bridge once passed, whether by accident or design, is made.

XVII.

TOLLING THE STAKE.

A Ball tolls the Stake when it comes in contact therewith.

XVIII.

POSITION.

A Ball is not in position when by placing the handle of the Mallet against the Bridge on the far side thereof, the ball touches, except the ball be properly running the Bridge and has partially made the same.

XIX.

ROQUET.

A Player is said to Roquet a ball when his own comes in contact therewith.

XX.

FROZEN.

Frozen balls shall be considered as already Roqueted. Balls are "Frozen" when they are in contact.

XXI.

CROQUET.

A ball that has been Roqueted, may be Croqueted. This may be accomplished by the player placing his own ball in contact with the Roqueted ball, holding his foot firmly on his own ball and striking it a blow with the Mallet thereby driving the ball in contact a greater or less distance at his pleasure.

XXII.

CROQUET DECLINED.

Croquet may in any case be declined and play proceed from the resting place of the ball.

XXIII.

CROQUET ONLY ONCE.

The privilege of Croquet can be exercised only once on each ball in an inning, unless a point is scored.

XXIV.

FLINCH.

In making the Croquet, if the player's ball slip from under his foot it is "a flinch" and his play ceases.

XXV.

ROQUET AND A POINT.

If by the same blow a ball roquet another and make a point, the player shall have the right of croquet or of roquet.

XXVI.

A POINT AND ROQUET.

If by the same blow a ball make a point and roquet, it gives no privilege beyond the right to croquet and continue its tour.

XXVII.

ROQUETING SEVERAL BALLS.

• When by one blow several balls are roqueted

they may be croqueted in any order at the option of the player, but, if this privilege be exercised on one, it must be exercised on all of the roqueted balls.

XXVIII.

MISPLACED BALLS.

When in croqueting a player strikes or misplaces any other ball with his foot or Mallet, it shall be treated as a "flinch."

XXIX.

MISPLACED BRIDGES OR STAKES.

Any misplaced Bridge or Stake may be corrected on discovery.

XXX.

ROVER.

When a ball passes the last Bridge homeward it becomes a Rover and unless at the same time it make roquet, it must take position on and play from the "spot." If a ball passes this Bridge by any other means than its own play it shall remain "spot."

XXXI.

ROQUET—CROQUET.

A Rover may use the Croquet without holding himself fast, and this distinguished privilege of Roquet—Croquet is the only enlargement of his powers. When he uses Roquet—Croquet, the croqueted ball must be permanently displaced, failing in this his play ceases.

XXXII.

ROVER DEAD.

When a Rover touches the home stake the ball is dead and must be removed from the ground.

XXXIII.

ACCIDENTS.

DISPLACED BY AN ADVERSARY.

Any ball displaced from its position by an adversary, whether by accident or intent may be allowed to so remain or be replaced at its owner's option.

XXXIV.

DISPLACED BY A FRIEND

Any ball displaced from position by a friend whether by accident or intent may be allowed to so remain or be replaced at the option of the adversary.

XXXV

INTERRUPTED BY AN ADVERSARY.

Any ball interrupted in transitu by an adversary may be placed at any point on its general course at its owner's option.

XXXVI.

INTERRUPTED BY A FRIEND.

Any ball interrupted in transitu by a friend may remain where it rests or be placed at any point on its general course at the option of the adversary.

XXXVII.

OTHER INTERFERENCES.

Any still ball interfered with by some other than the players must be replaced on discovery and an interrupted ball may be struck over again.

MISPLAY.

XXXVIII.

OUT OF TURN DISCOVERED BY AN ADVERSARY.

If a ball is played out of turn and is discovered by an adversary, the adversary shall decide the play to rest at the point of discovery or replace the balls at his option and the player lose his turn in due place and time.

XXXIX.

OUT OF TURN DISCOVERED BY A FRIEND.

But if the discovery is made by a friend, the above rule shall still apply, except he shall not lose his proper turn in play.

XL.

USING WRONG BALLS DISCOVERED BY AN ADVERSARY.

If a player is discovered by an adversary using the wrong ball, the adversary can decide the play to rest then or there or replace the balls, at his option, and the player shall lose his next turn.

XLI.

WRONG BALL DISCOVERED BY A FRIEND..

If a player is discovered by a friend using the wrong ball, the player may replace the ball and then proceed with his proper play—provided—if the original position cannot be remembered to the satisfaction of the adversary, his play must cease then and there.

XLII.

BRIDGE MADE IN ERROR.

A bridge made in error cannot be challenged after a successor has had play.

XLIII.

OUT OF TURN AND NOT CHALLENGED.

If a ball play out of turn and the discovery is not made until another player has succeeded, then the progress made shall hold good.

XLIV.

SUCCEEDING PLAYER WRONG.

It may so occur that the succeeding player is wrong, but if he has made a stroke unchallenged, it gives validity to all previous play and he alone must then suffer when challenged.

XLV.

BALL STRUCK TWICE.

A ball cannot be twice croqueted during an

inning without a point has been scored, but a player may drive his ball against another the second time as a final act.

XLVI.

CHALLENGE STOPS PLAY.

Any act of misplay, challenged by an adversary, stops the inning.

XLVII.

POSITION MUST BE TOLD.

Any player must tell his position when asked; courtesy requires this. Every player may not be able to carry in mind the whole play, but each can easily remember his own status.

XLVIII.

MOOT POINTS SETTLED.

All moot points may be settled without endless harangue, by a simple statement of the facts to all engaged and a majority vote shall be final. In case of a tie, the affirmative and negative shall be put and the toss of a coin shall decide.

XLIX.

MODERATION AND JUDGMENT.

Players should bear in mind that balls and mallets are perishable and not use undue force in their blows, as no distance beyond the limits, to which an adversary may be driven can be of the slightest damage to him.

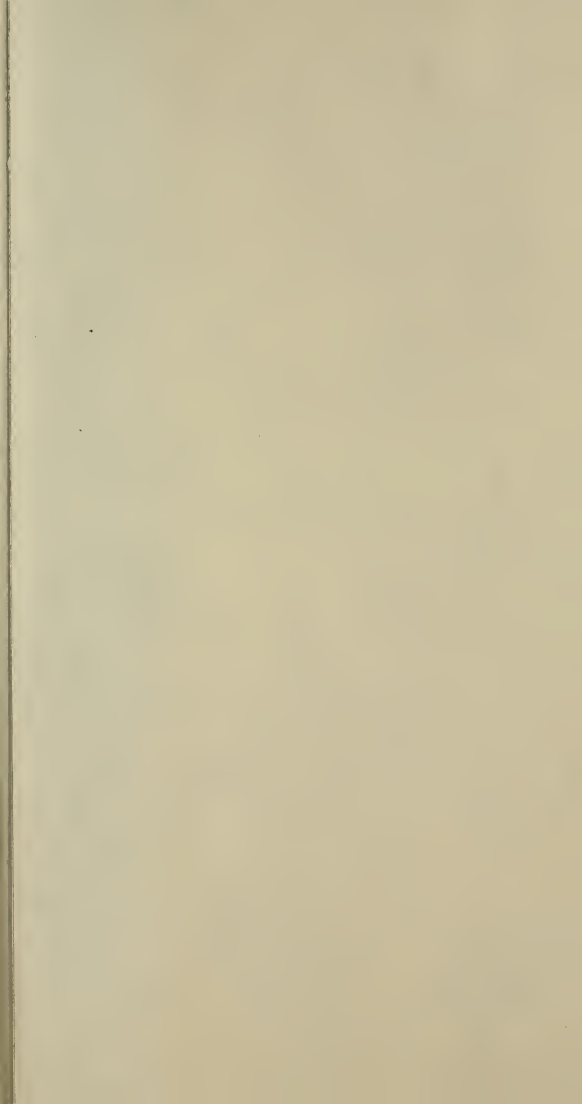
Copies of these Rules can be had at 66 Elliott Place, Brooklyn.

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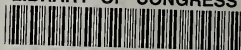


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