



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

CROQUET



ITS
IMPLEMENTS AND LAWS.

PRICE 1/-

268 . c.

41 .



600079418Z



CROQUET:

ITS IMPLEMENTS AND LAWS.

DRAWN UP BY

A COMMITTEE OF PLAYERS

APPOINTED BY

THE EDITOR OF "THE FIELD."



LONDON:

HORACE COX, 346, STRAND, W.C.

1866.

268. c. 41.

LONDON :
PRINTED BY HORACE COX, 346, STRAND, W.C.

CROQUET:

ITS IMPLEMENTS AND LAWS.

THE GAME OF CROQUET can be played with any number of balls not exceeding eight; but, in the opinion of this committee, the best number for general purposes is four, which may be played by two, three, or four players, and for matches six balls played by three players on each side. It requires for its full development a level ground of well-mown and well-rolled grass (unless all are equally acquainted with the inequalities, when slight undulations may add to the interest of the game); but it *can* be played on the sand of the sea-shore where it is hard and level, or upon well-rolled gravel, or asphalt covered with a thin layer of fine broken shells, as used in Kensington Gardens and elsewhere for walks. In addition, certain *implements* are required; and, if a match of any importance is to be played, an umpire—whose decision is final—should be chosen by the captains.

THE GROUND should be not less than 30 yards, nor for general play more than 100 yards long, and from 20 to 60 yards wide, the best proportion of length to breadth being about 5 to 3. Its boundaries should be defined as accurately as may be before play begins.

THE IMPLEMENTS consist of balls, hoops, sticks, and mallets, to which are sometimes added a cage, or a pair of tunnels, or both.

The balls may be made of beech, but are better of box (thoroughly well seasoned, or they soon lose their truth of shape). In diameter they vary from 3 to 4 inches, the usual average for all ages being 3½ inches. Each ball should be distinguished in one of three ways:

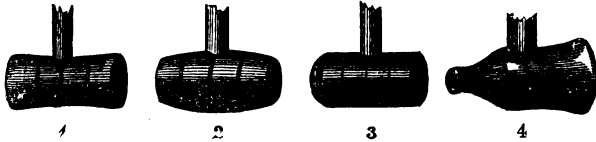
first, by being painted entirely of one of the set of eight colours used in this game; secondly, with only a ring of that colour, the remainder being varnished; or, thirdly, one-half the set should be of a dark colour, and the other light, each ball being marked with one, two, three, or four rings upon the light or dark ground, or with the corresponding numerals on each face. The object of these colours and rings is to distinguish each ball and its order of play. The balls should be turned true spheres, and should be kept dry when not in use. By occasionally dressing them with linseed oil the absorption of water is in great measure prevented, and they keep their shape better.

The hoops (or wires as they are also called) are regulated in width by the size of the balls, the usual proportion being about two and a half times the diameter of the latter. They may be made either with circular or flat tops, the latter shape being more convenient for driving them into hard ground. Each leg should be sharpened, and should be about fifteen inches long, measured from the crown of the arch. The hoops should be either of galvanised iron or painted white, that colour being more visible in a bad light than any other; and eight of them should be marked with a ring on each leg, varying in colour to correspond with the balls. The number of hoops depends upon the setting out of the ground, varying from eight to ten, two of the latter number being left entirely white.

The sticks are two or three in number. They should be pointed at one end to allow of being easily driven into the ground, and rounded at the other to suit the palm of the hand. Above the level of the ground, when in their places, they should be from one inch to one and a half inches in diameter, according to the size of the ground. The colours used on the balls should all be painted on the sticks in the following order, commencing on the top—viz., blue, pink, black, yellow, brown, orange, green, and red.

The mallets should be made with ash shafts, and ash or box heads (the latter wood being much the best), connected together as in the common carpenter's tool of the same name. The heads are made of various shapes to suit the fancies of players, the following being those chiefly used:—1st, the most common form; 2nd, the barrel

head; 3rd, the plano-convex; and, 4th, the cue-shaped head, in which the two ends are on the principle of the billiard cue, one being, like it, tipped with leather. In length the head should be from $4\frac{1}{4}$ to 5 inches, and the greatest diameter should not exceed $2\frac{1}{2}$ inches, as it is important that in making the stroke the centre



of the mallet should correspond with the centre of the ball; and to effect this, under all circumstances the head of the mallet must be less in diameter than the ball. In the cue-shaped mallet (No. 4) it is necessary to bore out the smaller end (as shown by the dotted lines in the diagram), and fill the hole with lead, in order to balance the larger end without increasing the length of the whole head. The shaft should be skilfully tapered from its greatest diameter at the handle to the lower end, where it should be about $\frac{3}{8}$ of an inch, which will allow of enough spring to give a good stroke. The end for the hand should be one inch in diameter, and made safe from slipping by several rings being cut round it. The whole length of the mallet should not be less than 2 feet 9 inches (except for children), nor more than 3 feet. A ring of paint, varying in colour according to the series on the sticks, should be painted eighteen inches from the head, below which the hand should not be placed, except by players under five feet in height, who may be allowed to place the hand at fifteen inches.

A *cage* is composed of the extra pair of white hoops stuck in the ground crosswise. It is run by the ball passing through it in any direction. Sometimes, as in the Eglinton game, a bell is suspended from the arch, and the *cage* is not then run unless the bell is audibly rung.

Tunnels are very similar to hoops, but smaller and with flat sides. They must be run in one way only.

The arrangement of the hoops, &c., is made in various ways,

To set out this arrangement of hoops, find the middle of the two opposite shorter sides of the ground (A B), and divide the line between these two points into five equal parts, fixing the hoop No. 1 at a distance from A equal to one of those parts, and No. 7 at the same distance from B. Cut a piece of string of the length of one of these fifths, and it will serve to fix every hoop and stick as follows, viz. : Half way between A and No. 1 hoop place the starting-stick, and at a similar distance from No. 7 hoop and B fix the turning-stick. Then half the string from No. 1 hoop place No. 2, and half the string from No. 7 put No. 6. This completes the positions of all but the side hoops, the lines for which should be parallel with the centre line, and one string from it on each side. The hoops 4 and (11) should be opposite the central point, and 3, 4, (10), and (12), half a string from them. These hoops should be so placed that No. 1 on the plan annexed has rings of the blue colour, No. 2 the pink ; No. 3, black ; No. 4, white ; No. 5, yellow ; No. 6, brown ; No. 7, orange ; No. (10), green ; No. (11), white ; and No. (12), red. It will be observed that the numbers in brackets indicate that the hoop is to be run in the direction from the turning to the winning stick. Thus the order of play is—

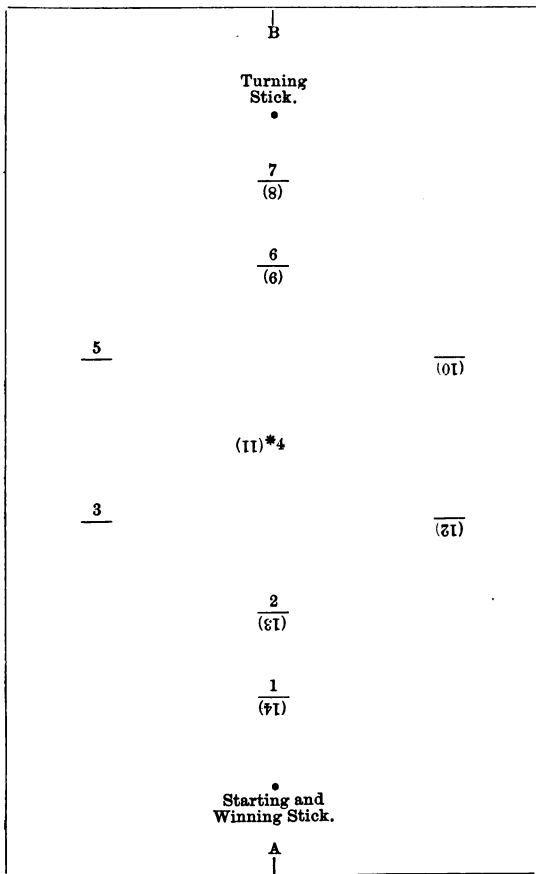
- No. 1, blue ;
- No. 2, pink ;
- No. 3, black ;
- No. 4, white ;
- No. 5, yellow ;
- No. 6, brown ;
- No. 7, orange ;
- The Turning Stick ;
- No. (8), orange (reverse way) ;
- No. (9), brown (ditto) ;
- No. (10), green ;
- No. (11), white ;
- No. (12), red ;
- No. (13), pink (a second time) ;
- No. (14), blue (ditto) ;

After which comes the Winning Stick.

This arrangement of the ground is still frequently used, but we prefer the following modification, which, in our opinion, has only the disadvantage that it prolongs the game, and that for very young players it is more difficult, and, therefore, when all are nearly equally inexperienced, it is as well to begin with Plan No. I.

PLAN II.
THE IMPROVED ARRANGEMENT.

When it is desired to increase the difficulties of the game, the hoops 3 and (12) are rung on either side of No. 2, and in the same straight line with it; and the hoops 5, (10), and 6 are similarly disposed.



From 30 to 100 yards long, the distance between the hoops varying from 3 to 10 yards.

The figures are placed on the sides towards which the balls are going "in order." Those between brackets (10) indicate the order of running the hoops in returning from the stick.

* At this point either a hoop, cage, or stick may be fixed.

In order to set out this plan, divide the ground as above described, and use the same string for placing all the hoops except 4 and (11), which are not fixed. Instead of them, place in the centre of the ground on the middle line at *, either a hoop, stick, or cage, which is taken "in order" after hoop No. 3, and again in returning after hoop (10). In fixing the hoops the colours are to be placed as in the previous plan, except that the white hoops are transferred to the centre to form the cage, if it is adopted. The order of play is therefore as follows : Starting stick to—

- No. 1, Hoop ;
- No. 2, Ditto ;
- No. 3, Ditto ;
- No. 4, Hoop, stick, or cage (run in any direction) ;
- No. 5, Hoop ;
- No. 6, Ditto ;
- No. 7, Ditto ;
- The Turning Stick ;
- No. (8), Hoop (reverse way) ;
- No. (9), Ditto ;
- No. (10), Ditto ;
- No. (11), Hoop, stick, or cage (run in any direction) ;
- No. (12), Hoop ;
- No. (13), Ditto ;
- No. (14), Ditto ;

After which the game is finished by striking the Winning Stick.

It will be observed that four sets of three hoops each are here run together, with intervals of a hoop, stick, or cage at the centre of the ground, and a stick at either end.

PLAN III.

THIRD ARRANGEMENT OF THE HOOPS, &c.

Sometimes, instead of running the hoops as placed in Plan No. II., the order is to run two hoops (Nos. 1 and 2), and then go to the central point (hoop, stick, or cage, as preferred), after which the two left-hand side hoops are run, then the central point again, next the two hoops to the turning stick, after touching which the ball comes back to the cage and takes the two right-hand side hoops ; after these comes the cage again, and finally the two

hoops between it and the winning stick. The principle of this arrangement is similar to that of plan 2, but it makes the game too long when there are more than four balls in play, and for general purposes is not equal to it.

PLAN IV.

THE EGLINTON GAME.

In this arrangement the same order of play is adopted as in Plan No. III., but in the cage a bell is hung, which must be rung in going through it; a tunnel is also placed between the two hoops on each side, which are separated much farther than in Plan II., and are placed back nearly at the four corners of the ground.

DEFINITION OF TERMS.

IN ORDER.—The term “in order” signifies the sequence of hoops, sticks, cage, &c., as described in the various plans above. The arrangement must be decided on before the game begins. Whichever plan is adopted, the game is won by the player, or side of players, which first drives all the balls of its side in the right direction and “in order,” as arranged, up to the turning stick and back again till they all touch the winning stick.

IN PLAY, IN HAND, DEAD.—A ball is “in play” as soon as it has run the first hoop; it continues in play till it makes a roquet, when it is “in hand.” A ball in hand must take croquet, and can score no point until it has done so. Having taken croquet, it is again in play; but it is not permitted to roquet again the ball or balls it has croqueted for the remainder of its turn, unless it makes another point. Having made another point, it is in play again to all the balls, as at the commencement of its turn. A ball is “dead” when it has run all its hoops “in order,” and has hit the winning stick.

A BALL IS WIRED when it cannot effect the stroke desired on account of the leg of a hoop (wire) intervening.

ROVER.—A ball becomes “a rover” when it has “in order” passed the last hoop before the winning stick.

The POINTS of the game are (a) running a hoop; or (b) a cage; or (c) hitting a stick, each "in order."

(a) A hoop is run when, a ball "in play" having passed through it in the right direction, in one or more strokes, and with or without hitting the hoop, a straight edge applied behind the hoop does not touch the ball. (See Law 5.) Hoops accidentally displaced from the perpendicular may be set upright at any time.

(b) In testing the running of the cage, which may be run in any direction, the straight edge (*ex. gr.*, the handle of the mallet) is applied on the inner side of the two legs nearest the ball.

(c) A stick is proved to be hit when seen to move, or an audible noise is produced, by the blow from the ball. The stick may be put upright at any time if accidentally displaced.

A player is not obliged to play for a point or roquet. He may, if he prefer it, place his ball where he likes, by a stroke of the mallet.

A ROQUET is made when a player with his own ball hits another, however slightly, both being "in play." It gives the privilege of a croquet from the hit ball.

The roquet can only be taken advantage of once in each turn from the same ball, unless another point is made. It follows that a second roquet, in one turn, without a point made in the interval, does not count, but it may be made for any purpose such as caunoning, driving away, &c., the player's turn ending there, unless by the same stroke he makes a point, or roquets another ball, which he has not roqueted before during the turn, and since making a point.

A CROQUET is taken by placing the ball of the player in contact with the one roqueted; the player then strikes his own ball with the mallet, after which he is entitled to another stroke. A croquet may be either (a) tight, (b) loose, or (c) rolling.

(a) A tight croquet is made by placing the ball of the player close to that roqueted; then, fixing his own ball with his foot, he strikes it, driving the other ball away, but keeping his own under his foot. If the ball slips from under the foot, the stroke following the croquet is forfeited.

(b) A loose croquet is made by placing the player's ball close to

that roqueted, and striking the former without the foot on it. This stroke may be made either in a line passing through the centres of both balls, in which plan the player's ball remains almost stationary, while the other flies forward; or so as to place the two in such opposite positions as may be desired, and hence called a "splitting croquet." Where it is wished to make a loose croquet with as little disturbance as possible of the roqueted ball, it is often called taking "two off" it; but in that case the latter must be made to move, however slightly, to the satisfaction of the two captains or their umpire.

(c) A rolling croquet is effected by placing the two balls in the same way as in the first kind of loose croquet (b), but after the initial stroke fairly made, the mallet follows the ball and causes the two to roll nearly together to the positions aimed at.

SPOONING is a pushing stroke, causing no noise as of a tap to be heard.

It is very difficult to define what separates the fair stroke from "the spoon." We believe the best way to avoid disputes on this score is to follow the instructions laid down in Law 6.

LAWS OF CROQUET.

1. The rotation of play is to be decided by lot, and the captain gaining the toss takes either the dark or light balls, at his option, his opponent having the others, and each allotting the colours as he pleases. Blue then leads off, followed in rotation by the other colours, till his turn comes round again.

2. The first stroke of each ball is made by placing it anywhere not exceeding one mallet's length from the starting stick, and striking it, or endeavouring to strike it, through the first hoop. If this point (see Definitions) is made, another stroke is allowed, but if it fails the ball is taken off the ground till its next turn comes round, when it starts again as at first.

3. After the first hoop is passed, the player of the ball running it can go on with his play, so long as he succeeds in either running a hoop or cage or hitting a stick, each "in order," and with his ball

"in play," or makes a roquet on any ball "in play." Having made roquet he must take croquet before his next stroke.

When the turn comes round again it is optional for the player to "place" his ball, or to commence by playing either for a roquet or a point.

4. If a player roquets a rover against the winning stick, he cannot take croquet, as the other ball is dead, and he loses his next stroke.

5. A ball "in play," driven through its proper hoop or cage, or hitting a stick "in order," by any stroke, whether of the same side or that of its antagonist, counts that hoop, cage, or stick, even if it rolls back through the hoop or cage; but in the latter case the running must be established to the satisfaction of the two captains or their umpire.

(a) If a ball after roqueting another and before taking its croquet makes a point or a second roquet, it is not entitled to the point or second roquet, as it is then "in hand." If two balls are roqueted simultaneously, the player may take his choice for croquet.

(b) If a ball, while passing through a hoop, roquets another before the former is entirely through, the hoop does not count, and the croquet must be taken. This point constantly calls for the decision of an umpire.

(c) If a ball in being driven back through a hoop the reverse way to which it is going "in order," rests under it, it is not entitled to run that hoop, if a straight-edge applied in front of the hoop touches the ball.

6. All strokes must be given by the player standing opposite his ball, the course of the mallet being across the body, from right to left, or from left to right. Either one or both hands may be used, but the nearest to the head of the mallet must be eighteen inches at least from it, except when the player is under five feet in height, when the distance may be reduced to fifteen inches.

7. The side of the head of the mallet is not to be applied to the ball in striking it under any circumstances, and if so used the stroke is forfeited, and any balls moved are to be replaced to the satisfaction of the adverse captain. But either end of the head of the mallet may be used, whatever be the difference of shape between them.

8. If, when about to play, a player finds his ball touching another he may hit his own as hard or as soft as he likes, and then, being "in hand" to the other, he must take a croquet off it.

9. A rover (*see* Definitions) has the right of roqueting and croqueting any ball (whether partner or antagonist) once only during each turn, and of taking another stroke subsequently to each in succession; but having passed all the hoops it has no point allowed for running one. It is subject, on the other hand, to be roqueted or croqueted by any other ball "in play." If this causes it to strike the winning stick the rover is out of the game, and must be removed from the ground.

10. A ball struck beyond the limits of the ground must at once be replaced half a mallet's length within the edge, measured from the spot where it went off, at right angles to the margin.

11. Every player, on being appealed to, shall declare which is his next hoop "in order;" and, on the other hand, before playing, every player may demand from the captain of the opposite side which is his proper hoop "in order;" and should any dispute arise, it must be settled by the two captains or their umpire.

This is a game of skill, and does not depend upon memory. It is therefore far more agreeable to all parties that the trouble of remembering the score should be rendered as little burdensome as possible. Clips and indicators are sometimes used to denote the position of each ball, but in our opinion they are very troublesome, and do not answer so well as the above rule.

12. The penalties of the game are as follows :

(a) If a player in making a tight croquet allows his ball to slip from under his foot, he loses his next stroke.

(b) If in taking "two off" a ball, he fails to move it, he loses his next stroke.

(c) If any ball when "in play" and rolling is stopped or touched either by the hand, foot, dress, or mallet, or by any other substance held by its player, or one of his own side, the player of that ball ceases to play for that turn. But if either of the above acts is done

by one of the side opposed to that of the striker, he may at his option either take the stroke again, or the game may proceed with the ball, or balls, left where it or they were stopped.

(d) If, in striking at his own ball, the player, either before or after the blow is actually given, hits another ball with his mallet, he loses his present turn, and the ball improperly hit is replaced to the satisfaction of the adverse captain.

(e) If a ball, not being hit sufficiently hard, is hit a second time, the stroke is forfeited, the balls are to be replaced to the satisfaction of the adverse captain, and the player loses his turn.

(f) If a player play out of his turn "in rotation," whether with his own ball or with any other (see Law 1), and the mistake is discovered before the next player has commenced, all benefit from any point or points so made is lost, all balls hit are to be replaced, or left where they are struck, at the option of the adverse captain, and the person who should have played takes his turn. But if the mistake is discovered after the next player has played his first stroke, the turn played in error must be allowed to stand, and if played with the wrong ball, the player's ball and the one he played with are to be transposed.

(g) If a player in his proper turn plays with the wrong ball, he loses all benefit from that stroke; the ball or balls are replaced, and the turn is lost. Should the error not be discovered before he has made a second stroke, the strokes are valid and the player continues to play as if no mistake had been committed. At the end of the player's turn his own ball and the one he played with are to be transposed from one position to the other, and in their next turns the players play with their right balls, in the same rotation as if no mistake had occurred.

(h) If a player croquets a ball which he is not entitled to croquet (see Definition) he loses the remainder of his turn, and the ball or balls moved by such croquet are to be replaced to the satisfaction of the adverse captain. If the error is not discovered before the player has made his next stroke, the croquet is valid,

and the player continues the turn as though no error had been committed.

(c) If a ball is not fairly hit, but in the course of the stroke of their umpire is pushed or "snooned," & a benefit from the stroke is lost, the ball must be replaced to the satisfaction of the captain, and the player loses his turn.

(d) If in taking aim the player moves his ball, it must be considered that he has taken his stroke.

In matches the strict rule should always be adhered to, but in casual play it is often permitted to replace balls moved in taking aim.

and the player continues the turn as though no error had been committed.

(i) If a ball is not fairly hit, but, in the opinion of the captains or their umpire, is pushed or "spooned," all benefit from that stroke is lost, the ball must be replaced to the satisfaction of the adverse captain, and the player loses his turn.

(j) If in taking aim the player moves his ball, it must be considered that he has taken his stroke.

In matches the strict rule should always be adhered to, but in private play it is often permitted to replace balls moved in taking aim.

