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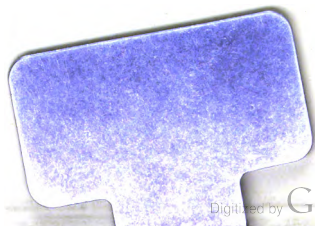
CROQUET.

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87.



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CROQUET:

THE LAWS AND REGULATIONS
OF THE GAME.

BY THE
WEST ESSEX CROQUET CLUB.

ENT. STA. HALL.



LONDON:

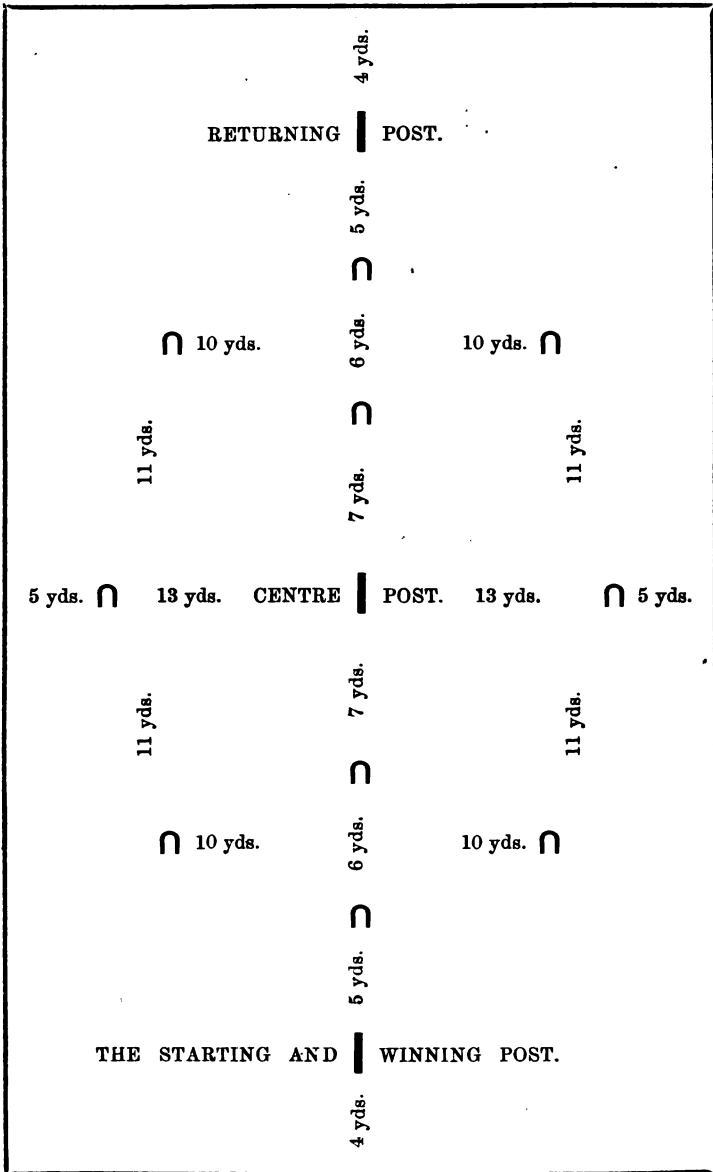
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PLAN OF THE GROUND.



Length, 44 yards; width, 36 yards.

CROQUET.



THIS fashionable and popular game may be played almost anywhere—the park of the mansion, the grass-plot of the villa, the cricket ground, or the village green—the more level the ground the better is it adapted for the purpose. Care should be taken to have the turf as fine as possible, the grass mown short, and frequently rolled, especially during the winter months, so as to make the ground solid. Worms are frequently very troublesome on Lawns. The following recipe is recommended, and will bring them to the surface immediately after being applied, so that they may be picked up:— $\frac{1}{4}$ of an oz. of corrosive sublimate to 3 gallons of water; the sublimate to be dissolved in a small quantity of boiling water before required for use, to be applied through the rose of a water pot, and in mild weather when the worms are near the surface. Two hogsheads of water are sufficient for a full-sized ground, as plan annexed. Or sow in the Autumn and Spring sufficient soot to cover the ground.

DIMENSIONS OF GROUND, &c.

The ground in the annexed plan is 44 by 36 yards, which is the full size. *When the game is played on a larger ground*, the above measurement should be marked out with white tape, pegged to the turf, and the balls, when struck out of bounds, returned 2 feet from the boundary. *If played on a smaller ground*, the hoops and posts to be placed closer in the same proportion of distance.

IMPLEMENTS.

The HOOPS, ten in number, made of galvanized iron rod, $\frac{3}{4}$ of an inch in diameter, 8 inches wide, and 16 inches in height from the crown of the arch.

The BALLS, eight of which are required, will be found most serviceable when made of well-seasoned box-wood, and the size $3\frac{1}{2}$ inches diameter, painted in red and blue as follows: four balls in blue, commencing with one narrow ring round, then two rings, and so on up to four rings; the other four balls marked precisely the same, only in red: three thin coats of copal varnish is necessary to preserve them.

The POSTS, three in number (denominated the *starting* and *winning post*, the *centre*, and *returning posts*), made of ash, 2 feet 6 in length, diameter at the top end, and 6 inches from the point, $1\frac{1}{2}$ inches, and 1 inch in the middle, pointed at one end, painted with alternate stripes of blue and red, and marked with figures as follows—1 on the red, 1 on the blue, and so on up to 4.

The MALLETS. There is no regular size for the mallets. The following is recommended:

For one-handed players. The head of boxwood, $6\frac{1}{2}$ inches in length, $2\frac{1}{2}$ diameter, flat at each end, the handles 2 feet 4 inches long, of beech or ash.

For two-handed players. The heads may be 8 inches long, $2\frac{1}{2}$ inches diameter, and the handles 2 feet 10 inches in length.

The CLIPS or MARKERS.—Eight of which are necessary. Any spring clip will answer the purpose, provided it is painted with a number and color corresponding to the numbers and colors on the posts.

DEFINITIONS OF THE GAME.

Croqueterie.

Consisting of eight balls, eight mallets, ten hoops, three posts, and eight clips or markers.

The Starting Post.

The post from which the play commences.

The Chiefs.

The players, to choose and marshal the respective sides.

Roquet.

A ball makes a roquet when, proceeding from a blow of the mallet, it comes in contact with another ball.

Croquet.

A ball, having made a roquet on another ball, is taken up and placed in contact with the ball which it has roque'ed. The player then, by striking his own ball, drives both balls in the desired direction. A player must roquet a ball before he is entitled to croquet it.

To take two off or Roquet Croquet.

A ball must be roque'ed before taking two off. A player takes two off a ball when, instead of croque'ing it to a distance, he places the balls in contact, then strikes his own ball away, leaving the other ball nearly in its original position.

Rolling or following Croquet.

Is made (after roquet) by placing the ball in hand behind the other ball (both touching), but the mallet is allowed to follow the balls, *which, in this case, would not be considered spooning.*

In hand.

A ball that has just roque'ed another, and has not taken croquet.

In order.

The term applied to that hoop or post which the player has next to make.

Spooning.

A pushing stroke, causing no noise of a tap to be heard.

To be blocked.

A player having a ball he has just played upon (and cannot consequently take croquet from again) lying between his ball and another one, or before his hoop or post, so as to prevent him making the desired stroke.

The Stroke.

A stroke is made whenever the player strikes a ball with the mallet, no matter how short the distance it is moved.

A Foul Stroke.

If a player in striking his own ball, either before or after the blow is actually given, hits another ball with the mallet, he loses his turn, and the balls must be replaced.

Concussion.

The displacement of one ball by any other than the playing ball.

To make a Point.

A player makes a point when he drives his ball through his hoop or makes it strike his post; he makes a double point when two points are made by the same blow of the mallet.

To be Wired or Pegged.

When a player's ball is in such a position that a hoop or post prevents the stroke required being made.

In Position.

A ball is in position when it lies in front of its proper hoop, with a possibility of passing through by a blow from the mallet; and out of position, when the contrary is the case.

A Booby.

A ball is called a booby when it has made an unsuccessful attempt to run the first hoop.

A Bridged Ball.

A ball that has passed through the first hoop.

Front of Hoop

Is the side from which the player *must* proceed in passing through it; the other side is the back of the hoop.

A Fluke.

When a point is made not due to the skill of the player.

A Tour of Play

Is the turn taken by a player; it continues so long as a point is made and terminates with a failure.

Running a Bridge.

When a ball has been driven through its proper hoop, either by a blow of the mallet, by being roque'ed, croque'ed, roquet-croque'ed, or concussion.

Over-running a Bridge.

If a ball struck by the mallet *rolls past* and not through the bridge at which it has played, it is said to over-run it.

Tolling the Post.

A ball struck against the centre or returning post with the mallet, by being roque'ed, croque'ed, roquet-croque'ed, or concussion, at its proper time, is said to toll the post.

The Grand Round

Consists in the player duly running all the hoops, tolling the centre and returning posts, and putting himself out by striking the winning post.

A Friend.

A partner.

An Enemy.

An adversary.

Helping a Friend.

Placing a partner's ball into position, causing it to run a bridge, toll a post, or forwarding it in any way by roquet or croquet.

Spoiling an Enemy.

Striking an adversary's ball out of position by roquet, croquet, roquet-croquet, or concussion, and so retarding it in its progress.

Attacking.

Playing at an adversary's ball for the purpose of spoiling its position.

Pursing.

Croque'ing a ball, either friend or enemy, through or round its own bridge, then running the bridge, and proceeding on the round.

A Rover.

A ball is a rover when it has run all the hoops, and tolled the centre and returning posts, but has not struck the winning post.

A Dead Ball.

A ball is said to be dead when, having run all the hoops and tolled the posts, it is *made* to strike the winning post.

PROGRAMME.

The programme of the game is as follows: place the ball two yards from the first hoop, drive it through the two hoops, then toll the centre post, and come off to the left-hand hoop; run the three left-hand side hoops, return to and toll the centre post again; run the two hoops up and toll the returning post, return through the same hoops, and toll the centre post. Proceed to run the three right-hand hoops from the top, then return once more to the centre post; toll it; run the two hoops, and strike the starting post, which now becomes the winning post.

1.—The players must form themselves into two sides, with an equal number of balls each side.

2.—The players must play in rotation, *one on each side alternately*.

3.—Should there be only two players, each player to have two balls.

4.—Should there be three, five, or seven players, one player must have two balls.

5.—If there be more than six players, it is better that two distinct games be formed, to be played on the same ground, with the same hoops, &c., commencing from the *opposite post*.

6.—A game with four players, each having a ball, is generally the most interesting : a greater number often makes it tedious.

THE RULES.

1.—The hoops and posts to be arranged as in plan, page 3.

2.—The start and choice of partners to be decided by the chiefs drawing lots ; after the first game, the start to be made alternately.

3.—The balls must be played in the order of the numbers and colors marked on the posts : each player must play with his own ball.

4.—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 left to right. Neither the side of the head of the mallet or the handle to be applied to the ball in striking it under any circumstances ; if so used, the stroke is forfeited, and the ball or balls replaced : but either end of the head may be used, whatever be the difference of shape.

5.—In commencing, each player must place his ball two yards from the first hoop, and endeavour to drive it through. No ball is to be played into position by the first stroke.

6.—If the player fails to drive his ball through the first hoop, it must remain where it lies until his next turn, when he plays it into position, and, if possible, must drive it through by the following stroke.

7.—No ball is considered to be through a hoop unless the handle of the mallet, or a straight edge, can be placed in contact with both bars of the hoop behind the ball without touching it.

8.—Any ball may displace a booby, but no ball can be roque'ed until it has passed through the first hoop. If a booby be driven through the first hoop by any ball, it becomes a bridged ball.

9.—If one booby bridge another booby, and succeed by the same stroke in passing through the first hoop, it may roquet the ball it has bridged, croquet it, and continue playing.

10.—A bridged ball may roquet any bridged ball on the ground, but cannot roquet the same ball twice in that turn, unless the player shall have made a fresh point since the last time of roque'ing it.

11.—If a player finds his own ball touching another ball which he is entitled to roquet, he must play the roquet as if it did not touch, and afterwards croquet it.

12.—In the event of a ball not being hit sufficiently hard is *hit a second time*, the stroke is forfeited, the ball replaced, and the player loses his turn.

13.—When a player plays out of his turn, or plays with either his partner's or opponent's ball, he loses *one turn*, and the ball must be replaced (unless he shall have made another stroke, or the next player shall have played, in that case the balls must remain where they lie), but no point that may have been made with the wrong ball shall be scored.

14.—A player may make as many points as he can in their regular order, and follow each successful stroke by playing at his next hoop or post, or by roque'ing any other ball.

15.—A ball, displaced by concussion, remains on the spot to which it has rolled, but it is not subject to further displacement by croquet.

16.—If a player roquet a ball he *must* croquet it.

17.—When a player croquets or takes two off a ball, he must make that ball move from its position; failing to do so, or if the ball rolls back to its original position, he cannot follow up the stroke.

18.—If a ball, by being roque'ed, croque'ed, or by concussion, makes a point, the point is considered to be fairly made.

19.—Should a player roquet a ball, and his own ball by the same stroke makes a point, the point does not count. The ball must be first croque'ed and then the point may be made; but if, when croque'ing, his ball by the same stroke makes a point, the point can then be counted.

20.—If a player with his own ball strike another ball which he is not entitled to roquet, and by the same stroke makes a point, he scores the point, and may continue playing.

21.—A player making a point, and, by the same stroke, roquets a ball, the point counts, and he proceeds to croquet the ball.

22.—If a player's ball, in passing through its own hoop, roquets another ball before it has quite passed through, it does not score; it must first croquet, or take two off that ball before it can score the hoop. Should any doubt arise as to whether there is a sufficient distance for the player's ball between the hoop and the ball, it must be measured beforehand, as it cannot be called in question after the stroke is made. It can be tested in the following manner: place the mallet-handle, or a straight edge, at the *back* of the hoop against both bars, and if there is sufficient room to admit a ball, the stroke can be scored.

23.—A player cannot roquet two balls by the same stroke; he must croquet the first ball only.

24.—A ball, when driven beyond the boundary, must be placed 2 feet from it in a direct line from the point at which it left the ground: this must be done before another stroke is played. If another ball be driven beyond the boundary at the same point, the latter ball must be placed 6 inches from it on the same side it passed the former one, and 2 feet from the boundary.

25.—When a ball is placed behind its hoop, it must not be played into position by being driven through the hoop backwards. If the player does so drive it, the ball must be replaced, and he loses his stroke.

26.—Should a player drive another ball into position through its own hoop backwards, by being roque'ed, croque'ed, or by concussion, it is allowed.

27.—If a ball is partly through a hoop, so that it can be touched with the handle of the mallet, or a straight edge, when placed in contact with both bars at the back of the hoop, it may be roque'ed by a ball due at that hoop, although the player's ball may go through the hoop backwards in roque'ing it, as the roquet counts before the ball has passed through the hoop backwards; but if the ball cannot

be so touched, it cannot be so roque'd in passing through the hoop backwards.

28.—Should a ball being driven through its hoop afterwards roll back again so that it can be touched (*vide* Rule 7), the point is not made.

29.—A player need not give his opponent any information as to the progress of the game, as *clips* are used, also for this reason, it makes the players give strict attention to it.

30.—When a rover is *made* to strike the winning post, it is a dead ball, and, being out of the game, must be immediately taken off the ground.

31.—If a player roquets a rover against the winning post, he cannot take croquet upon that ball, as it is now dead, but he may roquet any other ball to which he is entitled, and continue his turn of play.

32.—The Umpire must see that the clip is placed on the *last* hoop or post scored immediately after the player has completed his turn. Should he neglect to do so till after a stroke is made by the next player, it cannot then be moved, and the player in his next turn must proceed from the hoop or post on which his clip is placed.

33.—Should a hoop or post in the course of the game be struck out of position, any player or the umpire is at liberty to replace it.

34.—The side, the whole of whose balls strike the winning post first is the conqueror.

35.—It is advisable when a match is played to have an umpire chosen by the two chiefs, from whose decision there shall be no appeal.



THE GAME OF POOL.

1.—The players must draw lots for the order of play: the best plan is to have some counters, numbered 1 to 8, in a bag, from which they should be drawn.

2.—If there are two or more players, each player to draw a number; whoever draws the lowest number commences, and the other players follow in rotation.

3.—If the players are equally skilled, each player may play on any ball, as in the game of Croquet; or, each player may first of all play on his predecessor, before he plays on another ball.

4.—Should the players not be equally skilled, each player shall only play on his predecessor. If the ground is small, and there are four or five players, the last plan is especially recommended.

5.—A ball, when driven beyond the boundary, must be replaced 2 feet in a direct line from the point it left the ground, but if another ball be driven beyond the boundary, *at the same point*, in that case the ball must be replaced 6 inches from the first ball on the side it passed it, or it may be removed (if required) while a stroke is being made, as in the Pool Game of Billiards.

6.—The player who returns and strikes the winning post first is the conqueror.

The Rules are the same as Croquet, with the above exceptions.

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