

roquet-croquet, and not struck directly by the mallet or ball that may be in play.

CROQUET. To strike one's own ball when in contact with a roquetted ball. (See "Tight Croquet," and "Loose Croquet.")

DEAD BALL. A Rover which having struck the starting-stake is for that reason thrown out of the game; any ball that cannot play.

DISMISS. To dismiss a ball is to croquet it to a distance.

DOUBLE POINT. Running two arches with one stroke of the mallet.

FLINCH. When a ball with which a player is about to take the Croquet slips from beneath his foot.

FOLLOWING STROKE. When a player strikes his own ball so that follows the ball he is croquetting.

FOOT. The starting-stake.

FRONT. That side of an arch from which a player must proceed in passing through it.

HEAD. The turning-stake.

HOME. The starting-stake.

HOME STRIKE. The last strike of the play.

IN POSITION. A ball when it rests opposite its arch, so that by one stroke of the mallet it may be driven through it.

LEADING BALL. The first ball from home.

LOOSE CROQUET. Croquetting a ball (after having placed the two balls in contact) by striking your