

where it stops, but the other ball is replaced. If the player's opponents do not notice his mistake until he makes another point, he may continue his play. If a rover's mistake is not noticed till the next player plays, the rover's play counts.

12. A ball cannot be moved out from the cushion, but must be played from where it rests. If a ball jumps the cushion, it must be placed on the ground eighteen inches from the cushion, on a line at right angles to the cushion, at the point where it jumped.

Technical Terms Defined.

ARENA. The space included for the Croquet ground.

ARCH. The curved iron rod set in the ground ; the Bridge.

ATTACKING. Playing at an enemy's ball for the purpose of putting it out of position.

BRIDGING. Passing a bridge.

BOOBY. A ball that has failed in an attempt to pass through the first Arch.

CAROM. To strike and bound back.

CONCUSSION. The displacement of a ball by another placed against it by roquet, croquet, ricochet,