

A ROQUET is made when a player with his own ball hits another, both being "in play."

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 cannoning, 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.

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 in contact with that roqueted, and striking the former without the foot on it. In taking "two off," it is necessary that the roqueted ball should be perceptibly moved, but not necessarily turned over on its axis.

(c) A rolling croquet is effected by placing the two balls in the same way as in loose croquet (b), but after the initial stroke fairly made, the mallet is allowed to follow the ball, without, however, hitting it again.

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." See Law 12 (i).