

In hand.—A ball which has just roqueted another, and has not taken croquet.

In order.—A term applied to that hoop or peg which the player has next to make.

In play.—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.

DEFINITIONS OF POINTS AND STROKES.

The POINTS of the game are running a hoop; cage or tunnel, or hitting a peg, each "in order."

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 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.)

In testing the running of the cage, which may be run in any direction, provided that the ball runs through both wires, a straight edge (*ex gr.*, the handle of the mallet) is applied on the inner side of the two legs through which the ball has last passed.

Hoops or pegs accidentally displaced from the perpendicular may be set upright at any time.