

**CIHM/ICMH
Microfiche
Series.**

**CIHM/ICMH
Collection de
microfiches.**



Canadian Institute for Historical Microreproductions / Institut canadien de microreproductions historiques

© 1987

The copy filmed here has been reproduced thanks to the generosity of:

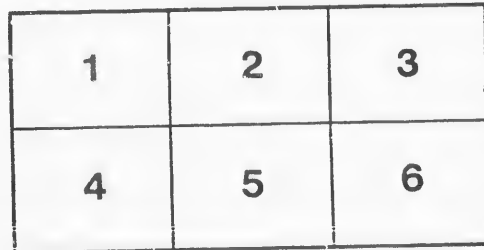
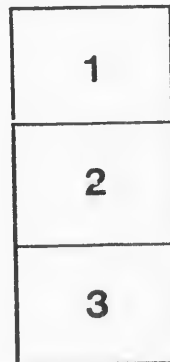
Metropolitan Toronto Library
Canadian History Department

The images appearing here are the best quality possible considering the condition and legibility of the original copy and in keeping with the filming contract specifications.

Original copies in printed paper covers are filmed beginning with the front cover and ending on the last page with a printed or illustrated impression, or the back cover when appropriate. All other original copies are filmed beginning on the first page with a printed or illustrated impression, and ending on the last page with a printed or illustrated impression.

The last recorded frame on each microfiche shall contain the symbol \rightarrow (meaning "CONTINUED"), or the symbol ∇ (meaning "END"), whichever applies.

Maps, plates, charts, etc., may be filmed at different reduction ratios. Those too large to be entirely included in one exposure are filmed beginning in the upper left hand corner, left to right and top to bottom, as many frames as required. The following diagrams illustrate the method:



L'exemplaire filmé fut reproduit grâce à la générosité de:

Metropolitan Toronto Library
Canadian History Department

Les images suivantes ont été reproduites avec le plus grand soin, compte tenu de la condition et de la netteté de l'exemplaire filmé, et en conformité avec les conditions du contrat de filmage.

Les exemplaires originaux dont la couverture en papier est imprimée sont filmés en commençant par le premier plat et en terminant soit par la dernière page qui comporte une empreinte d'impression ou d'illustration, soit par le second plat, selon le cas. Tous les autres exemplaires originaux sont filmés en commençant par la première page qui comporte une empreinte d'impression ou d'illustration et en terminant par la dernière page qui comporte une telle empreinte.

Un des symboles suivants apparaîtra sur la dernière image de chaque microfiche, selon le cas: le symbole \rightarrow signifie "A SUIVRE", le symbole ∇ signifie "FIN".

Les cartes, planches, tableaux, etc., peuvent être filmés à des taux de réduction différents. Lorsque le document est trop grand pour être reproduit en un seul cliché, il est filmé à partir de l'angle supérieur gauche, de gauche à droite, et de haut en bas, en prenant le nombre d'images nécessaire. Les diagrammes suivants illustrent la méthode.



T



S

P796
P13

PRICE.—TWENTY-FIVE CENTS.

CROQUET.

THE TORONTO LAWS.

Pray Sir, remember when in adversity,
To keep your temper,—so, if you're fortunate,
Be not insultingly triumphant,
Presently you'll have to knuckle under,
Hor. Cern. ii. 3.

* * Strange was the sight to me ;
For all the LEVEL pasture murmured, sown
With happy faces and with holiday.

He swore he longed at college, only longed,
All else was well, for she society.
They hoated, and they criketed—they talked
At wine, in clubs, of arts, of politics ;
But missed the mignonette of Vivian-placo !
THE PRINCESS.

TORONTO :

W. C. CHEWETT & CO., KING STREET EAST.

1866.



PRICE.—TWENTY-FIVE CENTS.

— — —
CROQUËT.

THE TORONTO LAWS.

— ◆ —
Pray Sir, remember when in adversity,
To keep your temper,—so, if you're fortunate,
Be not insultingly triumphant,
Presently you'll have to knuckle under.
HOB. CARM. II. 3.

* * Strange was the sight to me;
For all the LEVEL pasture murmured, sown
With happy faces and with holiday.

* * * * *
He swore he longed at college, only longed,
All else was well, for she society.
They boated and they crioketed—they talked
At wine, in clubs, of arts, of politics;
But missed the mignonette of Vivian place!
THE PRINCESS.

TORONTO:
W. C. CHEWETT & CO., KING STREET EAST.
1866.

A 6139

Entered according to Act of the Provincial Legislature, in
the year of our Lord one thousand eight hundred and sixty-six,
by THOMAS C. PATTESON, in the Office of the Registrar of the
Province of Canada.



PREFACE.

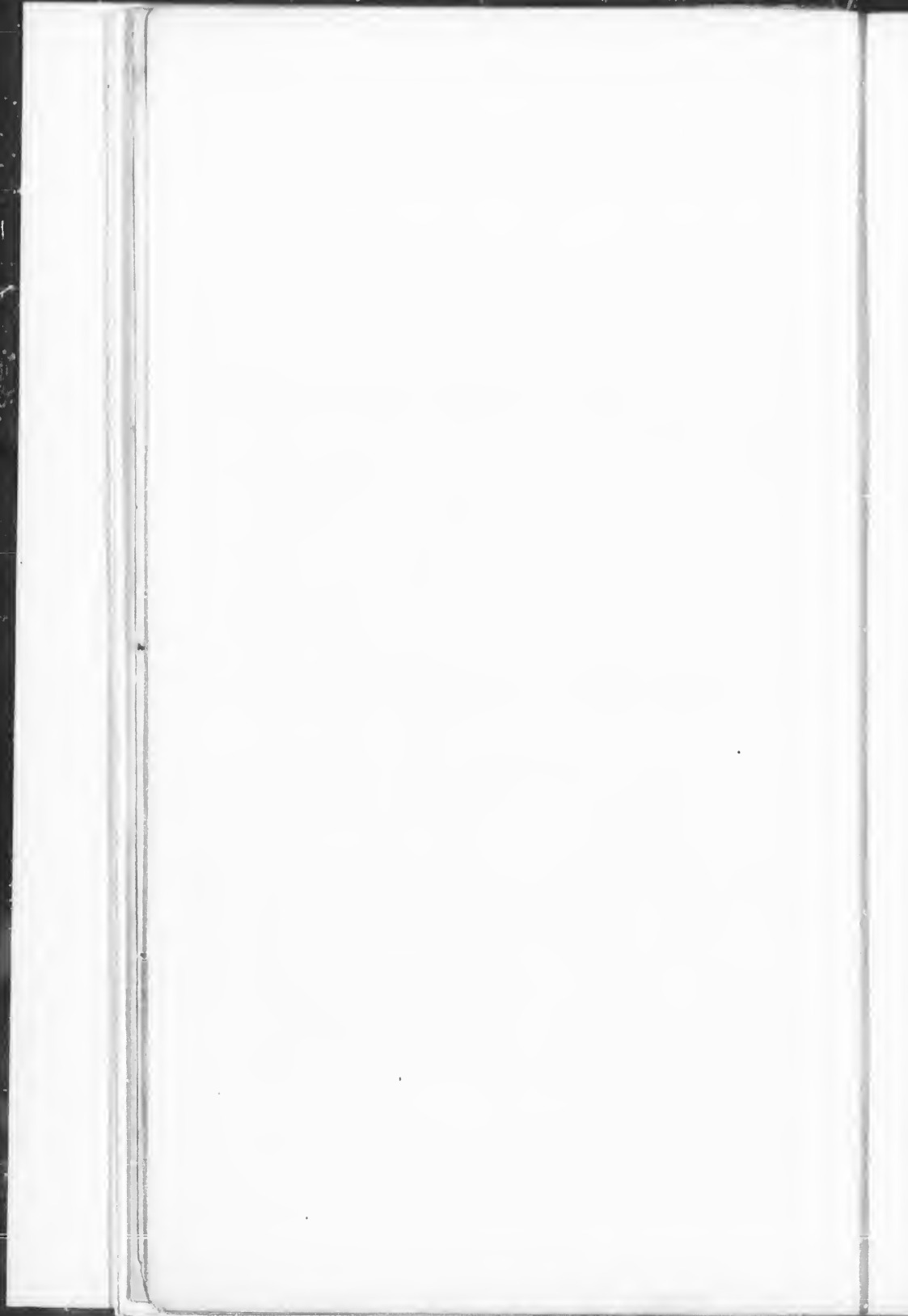


The universal complaint amongst Croquet players has always been that there are as many codes of laws as there are lawns on which the game is played. Hence, at any Croquet gathering we hear endless confusion and argument, each player protesting, "we never do that," or "we always do this"—and the game proceeds, marred by mutterings aside, or manifest indifference. The object of publishing these rules then, is to bring about "confederation," on the acknowledged principle of give and take. Unanimity is cheaply purchased at the expense of a few immaterial sacrifices. It is not supposed that these rules will not hereafter require correction. The science of the game has recently made rapid strides to perfection, but it is not possible to believe ourselves anywhere near it yet. "The Toronto laws," it is hoped, follow the nice points of the game as far as they are at present developed, and they are in substance those adopted by the best players in England. A general preference has been shown for rules tending to encourage skill, to expedite the game, and to avoid discussion. With this view liberty, rather than restriction, has been the guiding principle in the selection.

The kind assent of all the gentlemen of Toronto having Croquet Lawns of their own, with whom I have spoken on the subject, has encouraged me in this humble effort to facilitate the play of deservedly the most popular outdoor game ever introduced into this Province.

T. C. P.

TORONTO,
May 1st, 1866.



INTRODUCTION.

After an existence of less than ten years, Croquet has attained a popularity that places it infinitely before any out-door amusement, shared in alike by ladies and gentlemen. In the summer of 1859, a set of croquet hoops, very seldom patronized, were to be seen on the lawn of Government House at Toronto; and these probably were the first imported into Canada. The novelty of the game, the difficulty experienced in finding companions, and the allurements of games better understood, prevented a very general adoption of Croquet; but above all, the contempt expressed for it by every muscular votary of the cricket field, the racket court, or the rowlock, stood in the way. At first it was a girl's game, "so easy you couldn't help doing it;" and then it was "a bore," for after trying it was found not so easy after all. There was in fact the jealousy to overcome, that was felt by "men" who thought a game was being forced upon them, in which the "muffs" and "exquisites" were to come in on even terms. Before very long however it became evident that a good eye and a steady hand were required for Croquet. Temper too and discipline were found essential; and muscle ceased affecting to despise a game, in which the muff's only pull was that he stood an excellent chance of being beaten and laughed at by a girl with a better hand and eye than his own. Requiring a good nerve, and the accuracy and "touch" of a billiard player, admitting of any variety of match or handicap—amongst gentlemen *and* ladies, insuring the

fullest enjoyment of fine weather, necessitating exercise, unaccompanied by the tedious delays and promenades of archery, or the fatigue of more vigorous pastimes, Croquet has come to exercise its legitimate fascination on everybody owning a lawn, or owning a friend possessed of that essential. In common with games of greater severity, Croquet affords unmistakable evidences of character. A temper neither inflated by success, nor disheartened by failure, is a *sine quâ non* for a good player; with a lively recollection of the homely maxim that "every dog has his day!" An earnest player may seem a bore to less enthusiastic admirers of the game; but having once consented to play, a person is bound to do his best, to watch the progress of the game, to know his turn, and to do as he is told. It is best to elect a captain on each side, not necessarily to dictate each stroke, but to decide the policy of his side, and to keep the players working together for the end he may have in view. A player may differ from his captain in opinion, and perhaps be right: but having made his own suggestion he is clearly not responsible, and should do as he is ordered. The ship that has two admirals on board, stands a bad chance of getting into port.

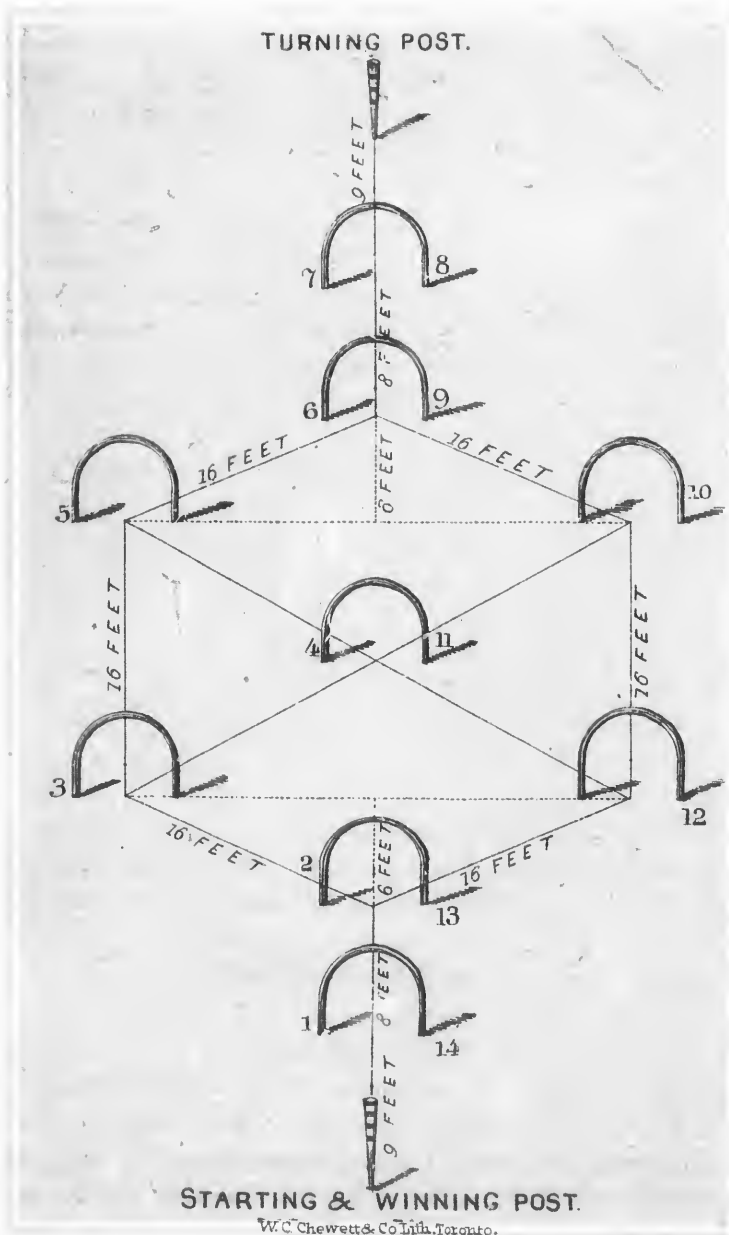
Any set of rules would be defective that did not, for the guidance of beginners, combine with it some few observations on the ground and materials used.

THE GROUND.

100 ft. \times 65 ft. is the size of a perfect Croquet ground. The two posts should be about 70 feet apart, and there should be at least 10 feet behind the turning post, and 20 feet behind the winning post. By far the most exciting part of the game takes place round the winning post, where plenty of space and no obstructions are of

g exercise,
menades of
times, Cro-
cination on
possessed
of greater
vidences of
uccess, nor
for a good
ely maxim
player may
the game;
is bound to
e, to know
t to eict a
ictate each
and to keep
e may have
ain in opin-
le his own
l should do
admirals on
rt.
not, for the
e few obser-

uét ground.
t, and there
ng post, and
he most ex-
tne winning
ctions are of



vi
of
ex
sa
re
lin
th
sh
an
of
be
ro
an
no
cia
be
th
in
pos
to
be
Wh
nee
ber
ski
pro
It
tem

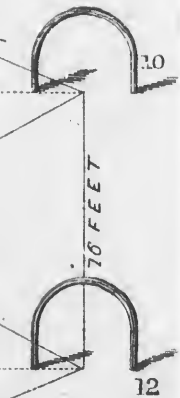
Sho
and
and
reg

vital importance. There is no greater mistake, and none oftener made, than to place the winning post at the very extremity of the ground. Continual disputes and dissatisfaction arise in consequence of balls having to be replaced that have been played or croqué'd over the limits. It is better to contract the space occupied by the hoops, or to dispense with one of them. The ground should be a sodded lawn, short-shaven, perfectly flat, and free from holes. Frequent sweeping and rolling are of great importance, especially in spring. Where it can be done, a low sloping embankment should be run round the margin of the ground: in fact, wherever space and expense need not be considered, every person now-a-days having grounds, should have a ground specially prepared for Croquet. And here reference may be made to the placing of the hoops. Unquestionably the best game is afforded by the plan of placing a hoop in the centre, to be passed in going up to the turning post, and again in coming back. Supposing the posts to be 62 feet apart, nine hoops will be required, and may be set at the distances given in the annexed diagram.

Whatever alteration the shape or size of the ground may necessitate in the above distances, the wing hoops numbered 3, 5, 12, 10, should be placed so as to enable a skilful player to make the third hoop, if he has played properly through No. 2; and the same with the others. It puts a premium on *bold* and *accurate* play, and the temptation sometimes brings a runaway to a check.

THE BALLS

Should be $3\frac{1}{2}$ inches in diameter, turned perfectly round, and about 9 ounces in weight. Hard maple, apple and beech have been found the best material, both as regards durability and weight. The harder woods, as



box or *lignum vite*, though standing better against the blows of the mallet, besides being themselves too heavy, necessitate the use of a mallet heavy in proportion. Every ball used in a game must be of the same size and weight. A chipped or indented ball should at once be discarded, for all skill is set at defiance by a ball that is not perfectly round. The balls should not be left out when the game is over; nor should they be used on a wet lawn. There are many ways of painting and distinguishing them: that way being the best that indicates not only the player, but the side to which he belongs. One glance is in that case sufficient to show the striker the relative positions of friends and enemies, and he makes his game accordingly. If eight balls of any varieties of colour are used, a white ring may encircle the four darkest shades, and a black ring the four lightest: the colours being placed alternately light and dark on the starting post.

THE MALLETS.

Every player is entitled to his own ideas in the choice of a mallet. With the balls it is different. They have necessarily to be uniform in size and weight: hence they must be provided by the owner of the ground. Nobody ever objected to a player using his own cue, or his own bat, and there is no more reason against the use of "a private mallet." There are three shapes mostly in use, viz: the plain cylinder, the barrel, and the cylinder slightly hollowed from the edge to the handle. Whatever the pattern may be, the wood must be light or heavy as the balls are. The only restriction it has been thought advisable to impose on the size of the mallet, is one that limits the diameter of the face to 3 inches. The sportsmanlike and scientific player will avoid the use of

a mallet, the weight and proportions of which may give him an advantage over persons unable to wield so formidable a weapon. For those who persist in using "cordwood" for a mallet, ridicule is better than rule. The length of the handle will depend on the stature of the player, and its shape on the grasp and length of his fingers.

THE POSTS

Should be 2 feet in length, and have painted on them the colours of the balls in consecutive rings, a light and dark shade alternating for the purpose already alluded to. Much doubt is often expressed (even by the player himself) whether the post is touched or not. Obviously something analogous to the use of the bail at cricket is required. The following method is suggested. Bore a small hole through the post, four inches from the top. Through this pass a piece of fine whipcord, six or seven inches in length. Tie a knot at one end, and pass the other end through a hole in the edge of a halfpenny, and clinch that end also with a knot. Balance the halfpenny on the top of the post, which has been brought to a point flattened to a quarter of an inch in diameter for this purpose. To count the post, a ball must shake down the halfpenny, which is to be at once replaced. However sensitive the balance may be, a graze may occur without displacing the coin; but, as every wicket keeper knows, this is of constant occurrence at cricket. The chance is the same for all: and a difficulty that causes much mutual embarrassment is removed.

CLIPS

Are another appliance for avoiding doubt and discussion. In fact no game should be played without something in the nature of a clip, to indicate the position of each

player. The pattern most approved is a double disc of tin, the size of half-a-crown, connected by a barrel spring at the shoulder. The lower edges of the discs are kept pressed together by the action of the shoulder, which fits the wire of the hoop. The tin is painted the colour of the ball it represents, and on one side there is a star (black or white) denoting the side of the hoop from which the ball has to pass. Frequently the common clothes' clip, immortalized by Punch's picture of the swell who visited the Serpentine with one attached to his nose, is pressed into the service, and answers every purpose: being of course painted the colour of the ball. The use of Jaques' Croquet Indicator—a hoop with a horizontal bar at the top, on which eight coloured metal tallies revolve, the player's tally being turned over on each hoop as it is made "in order"—has superseded the use of clips at home, and might be made in this Province quite as readily as the ordinary hoop.

THE HOOPS.

These need not exceed ten in number, whatever style of placing be adopted. They are made of round iron wire, $\frac{3}{8}$ inch in thickness, and should stand 13 inches clear of the ground. The span should not be more than 10 inches. It is advisable to have them painted white, and they should be sharpened at the points. A square shank will be found to hold better in the ground, and will better stand the shock of the balls, than a round one; but all above the ground must be round.

ATTITUDE.

With regard to the attitude of the player when about to strike with the mallet, it is advised that no restrictions be imposed on play that is compatible with the

double disc of barrel spring discs are kept on a shoulder, which is painted the colour of the ball. There is a star on the hoop from the common picture of the hoop attached to the handle and answers the colour of the ball—creator—a hoop of eight coloured rings turned over has superseded the hoop made in this way.

Whatever style of round iron stand 13 inches high must be more than painted white, and painted black. A square on the ground, and a round one;

Player when about that no restriction compatible with the

nature of a fair stroke, as defined in law No. 14. Mr. Jaques, an original pioneer of the game, has well reduced the different styles of play to two great factions: (1) The tight or loose croquet party. (2) The advocates of "the straight" or "side" stroke. The first of these will be found amply discussed under law No. 5. It is here proposed to deal with the second. In the "side" stroke, which is the most difficult to attain with precision, and without doubt the most artistic, the player grasps his mallet with one or two hands, as he would a racket or bat, and hits his ball, holding the handle across his body. The "straight" stroke is when he swings the mallet perpendicularly in front of his body, and strikes from between his feet. At the moment of contact, the head of the mallet must horizontally be in the line between the striker's ball and the object intended to be hit. This line of sight is more readily got and maintained by the "straight" stroke. There is no strain on the wrist, such as is caused by the poising and extending of the mallet for the "side" stroke. Moreover, in playing the side stroke, the eye is not directly over the line of sight above referred to. Many players intuitively bend the neck over the shoulder to get as near to it as possible: but a nicety of calculation only acquired by skill and practice, is imperceptibly brought to bear on the side stroke (proper). It has been said already that the mallet's head must at the moment of contact, be in the line of direction. The difficulty to overcome then is the arc necessarily described by the mallet's head, which, extended at arm's length, must, when moved, be traversing the circumference of a circle, the player's body being a pivot. Some players have adopted a compromise by playing with one hand, holding the mallet perpendicular to the body, but outside the leg. They thus obtain a direct line

of sight, and are helped by the line of the foot, which is planted parallel with the mallet's head and the line of direction. The real sportsmanlike croquet player makes his stroke with the mallet well extended beyond the toes, and the "touch" is free, bold, sharp, and springy. A flexible elbow, and a pliant wrist, will remove all doubts as to the application of Law 14. The shoulders should be parallel with the line of direction, and a player neglecting to move his feet after varying his original intention, is sure to pay the penalty of his carelessness. If the mallet be held on the right side of the body, the right hand will (in cases where both hands are used) be the lowest on the handle of the mallet; and *vice versa* where the mallet is used on the left side: the latter in fact being the stroke of a lefthanded player. Want of knowledge of this obvious rule has given many players a habit they cannot get rid of, accompanied with a style that reminds one of Verdant Green's determination to put his oar in deep and pull it out with a jerk. A combination of right and left-handed play in the same action is "rather awkward:" and denotes neglect in the nursery.

In this little pamphlet it is deemed inexpedient to enter into the play and tactics of the game. Hereafter, when the science of Croquet has made that progress of which the writer now feels confident, he may venture to publish the result of his experience. At present, the discussion of probable positions, and the best way out of them, might be tedious. *Quot homines tot sententiae.*

THE GAME

Is played by any number of persons not exceeding eight: but the best game consists of only four. When two persons play, they should take two balls each. The game consists in striking the balls from the starting post through the five centre and two left hand hoops to the turning post, and back by the five centre and two right hand hoops to the starting post. That side wins of which all the balls first hit the starting post. If space prevents more than one set of hoops being used, it will be found best when eight players are desirous of participating in the game, for four to commence at each end: balls of the other game being taken up on request. Should, however, a ball of the other game be accidentally disturbed, that ball is replaced, the player's ball remaining where it lies.

The terms generally made use of in the game, are as under:—

ROQUET—To hit another ball with one's own.

CROQUET—To strike one's own ball when in contact with a roqué'd ball.

IN ORDER—Implies the rotation of the hoops, as indicated in the diagram.

WIRED—Is having your ball in such a position that a hoop prevents the stroke you wish to make.

ROVER—A rover is a player who has made the circuit of the hoops, and remains in to assist his friends and annoy his enemies. (Law 13). Usually in fact all the players of a side become rovers, before any one of them voluntarily hits the winning post.

1.
with
dire
will

2.
not,
cont

3.
to t
whic

4.
"wi
the
ball,

(1)
the w
(2)
exper
made
ball,
ning
if it b
not e
and
start.

(3)
post ;
prob
strok

THE TORONTO LAWS.

1. On commencing, each player must place his ball within a mallet's length of the starting post *in any direction*, ⁽¹⁾ and the first stroke played "with success" will be to pass through the first hoop.

2. After the first stroke, whether "with success" or not, the player plays his ball (subject to the provision contained in Law 19) from *where it happens to rest*. ⁽²⁾

3. The players on each side play alternately, according to the colours on the starting post, and the order in which they play cannot be altered during the game.

4. Each player continues to play so long as he plays "with success," i.e. so long as he drives his ball through the next hoop "in order," roquêts, or croquêts another ball, or *hits the turning post* ⁽³⁾ "in order."

⁽¹⁾ To get the proper slant for hoop 3, or to avoid another ball lying in the way, or for any other purpose consistent with the laws.

⁽²⁾ There has been much doubt as to this rule; but consideration and experience have proved the efficacy of the above. A concession may be made to a weak player, who by courtesy may be allowed to take up his ball, and play again from hand; but ordinarily a bad stroke at the beginning should pay the same penalty that it does later in the game. Further, if it be an advantage to play last, a wilfully bad stroke at the start should not enable the side who have lost the privilege fairly to obtain it unfairly; and see note to Law 8, which is also intended to check finessing at the start.

⁽³⁾ Some players have made it a rule to stop after hitting the turning post; but considering the dangerous position of the player's ball, which is probably lying close to the post, this seems to be imposing a penalty on a stroke that is certainly harder to make than any of the hoops.

5. A player striking his own ball so as to hit another at a distance is said to roquet it, and, having thus hit a ball, he may play again from where his own ball remains, or he may take the croquet, which may be done in either of the two following methods, marked A and B: *the adoption of one* ⁽⁴⁾ or the other being absolutely agreed to before the commencement of the game.

A He brings his own ball to the roquet'd ball, places it in contact, then, with his foot pressing tightly on his own ball, he strikes his own ball with the mallet's head, so as to propel the other in any direction he may desire. He must in doing this retain his own ball on the spot whence he takes the croquet, and should he allow it to slip, he forfeits the right given by Law 4 to play again. This is called *tight croquet*. Or

B He adopts the method called *loose croquet*, which embraces also the system known as "two off." He brings his own ball to the roquet'd ball, places it in contact, and with or without *putting his foot on* ⁽⁵⁾ his own ball, and with or without moving the roquet'd ball, as he may prefer, strikes his own ball, and then plays again.

(4) A combination of the two is impossible in the same game; owing to the greater facilities afforded by B, B however does not shorten the game so much as might be supposed, when the same facilities of progress and interruption are enjoyed by all. B requires a larger ground, and more experienced players than A. The time will probably arrive when B will be played exclusively, the splitting and following shots admitting of a display of skill nowhere exhibited in A. At present, it has been thought best to leave the option with players themselves.

(5) Some skilful players prefer "putting the drag on" their own ball even when playing loose croquet, and when B is adopted, the penalty named in A of course does not attach to a slip; the slip being perhaps the object of the stroke. No confusion can result from this allowance if players, before the commencement of the game, decide to play A or B; and 't is in accordance with the avowed principles of free play, and no restrictions.

6. A
"in ord
it rolls b

7. A
the hand
the wire

8. No
has pass
roquet (
hoop, pr
the play

9. A
balls in
cess,' or
turn, ⁽⁸⁾
next hoc

10. If
i. e., str

(6) Many
cussion res
does not ap
is required
application

(7) Law
leave it the
being distu
away, can
side of the
get throug
balls come
old rule, i
bidden unl
efficacy of

(8) The c
second tin
discussion,
sufficient p

6. A ball played, roqué'd, or croqué'd through its hoop "in order," counts the hoop; but not if from any cause it *rolls back* ⁽⁶⁾ again.

7. A ball has made its hoop if it cannot be touched by the handle of a mallet moved up and down the face of the wires on the side from which the ball passed.

8. No ball can croqué't or be croqué'd until after it has passed through the first hoop; but a player *may roqué't* ⁽⁷⁾ or be roqué'd before having made the first hoop, provided however that such roqué't does not entitle the player to another stroke.

9. A player may roqué't or croqué't any number of balls in succession; but he cannot roqué't "with success," or croqué't the same ball twice *during the same turn*, ⁽⁸⁾ without first sending his own ball through its next hoop "in order."

10. If a player when roqué'ing a ball makes a cannon, *i. e.*, strikes two or more balls, he may croqué't which

(6) Many grounds are so uneven that this frequently occurs, and a discussion results that is obviated by the adoption of this rule. Of course it does not apply to balls *struck* back before the player's next turn. The law is required because the position of the ball cannot be tested by the application of Law 7, until it is at rest.

(7) Law 2 allows a player to play his ball to any spot he chooses, and to leave it there; but Law 8, as here laid down, exposes him to the risk of being disturbed by the next player, who though he cannot croqué't him away, can at the risk of where he goes himself roqué't him to the wrong side of the hoop. Thus a player may cannon off another ball, and so get through the first hoop, or hit it through and follow, when both balls come into the privileges and penalties of the game at once. By the old rule, it was left doubtful what was to be done, a roqué't being forbidden unless it were *accidentally* made; a fatal saving clause to the efficacy of any rule.

(8) The old rules did not allow any player to croqué't the same ball a second time, unless in the mean time he had made a hoop. This led to discussion, and was difficult to remember. *During the same turn* is a sufficient protection.

ball he pleases, but must roquêt the other again to entitle him to a croquêt from it also.

✓ 11. A player going through his hoop in order after roquêt'ing a ball, counts the hoop necessarily, and may also take the croquêt.

~~X~~ 12. A ball in the jaws of the hoop, *i. e.*, not through by the test laid down in Law 7, *is in position* ⁽⁹⁾ to be put through, or to pass through at the next stroke.

✓ 13. Having passed through all the hoops in order, a player may kill himself by striking the winning post, or he may "rove;" in which case he still has the power of roquêt'ing or croquêt'ing each ball once in every turn.

✓ 14. A player must hit his ball, and not push it. The sound of the stroke must be heard. *A ball is pushed* () when the face of the mallet is allowed to rest against it,

(9) Mr. Jaques has ruled, that as part of the ball may perhaps have never passed through the hoop from the side from which it had to come "in order," in all cases the ball should be played back clear of the wires. The above law is thought preferable for several reasons, and is in accordance with the principles enunciated in the preface. The opportunity is given for a clever stroke to any part of the ground, with the privilege of playing again: by which a game is often pulled out of the fire and made interesting at the very last moment. Law 12 makes the jaws a very advantageous position; and rightly so. The ball hanging in the jaws was perhaps ruled not through by a strict application of Law 7. Then at the next stroke it would have to come back, and a third stroke would be required to set right a piece of bad luck at the outset. Such play is both irksome and disheartening, and opposed to the spirit of the game. The point raised by Mr. Jaques is of course correct, but it is not so clear that it is an objection: the cases where the ball has come from the right side being probably in the proportion of twenty to one.

(10) This happens mostly with players who adopt the straight stroke. It is also to be guarded against when at loose croquêt (B), the balls being in contact a player is desirous of placing both balls, even though he play with the side stroke. A good player who happens to be "wired," or at any other disadvantage, takes the consequence: plays fair, and looks pleasant. Some players sneak and wriggle round difficulties, with an expression of countenance in which shame and satisfaction seem to be

and the ball
back. It is
are put back

15. A player
whatever a
of Law 14.

16. A ball
strikes, or
the provis

17. A de
once: and
from the p

18. If a
the wrong
who follow
replaced o
in neither
to discont
must be b
his stroke.

19. A ball
diately br
from the
taken by t

20. The
player is
position.
information
of any ball

contending fo
no objection
with: but th

(11) See "A

and the ball propelled without the mallet being drawn back. It is no stroke, if decided to be a push; the balls are put back, and the player loses his turn.

15. A player may use the mallet with his hands in *whatever attitude he pleases*,⁽¹¹⁾ subject to the provisions of Law 14.

16. A ball that has gone through all the hoops, and strikes, or is struck against, the warning post (subject to the provision in Law 17) is "dead," and out of the game.

17. A dead ball must be removed from the ground at once: and any ball disturbed by a dead ball bounding *from* the post is to be replaced in its former position.

18. If a player play out of his turn, or play with the wrong ball, or croquet the wrong ball, the adversary who follows him shall decide whether the balls are to be replaced or to remain as they are: the player in error in neither case playing again that turn, and being bound to discontinue when the mistake is announced: which must be before the player next in rotation commences his stroke.

19. A ball struck beyond the limits must be *immediately* brought back, and placed on the ground one foot from the edge of the play, and in the line of direction taken by the ball in its course off the ground.

20. The clip is placed on the hoop through which the player is next going, and is decisive of the player's position. If there are no clips, a player is entitled to information from any other player as to the destination of any ball in the game.

contending for the mastery. They rely on the courtesy of others to raise no objection beyond a jocular remonstrance, and that they can put up with: but the game is often thereby seriously prejudiced.

(11) See "Attitude" in Introduction.

21. A hoop knocked out of true position, but remaining in the ground, *may only be straightened* ⁽¹²⁾ when no part of any ball is cut by a line drawn from wire to wire of the hoop at its then inclination. No hoop shall be straightened for the purpose of applying Law 7.

⁽¹²⁾ This rule saves discussion as to when the hoop is upright, and will be found to work well. In testing the position of a ball by Law 7, the mallet should be passed down the wires so lightly as not to vary the inclination of the hoop.

remain-
) when
wire to
op shall
7.

t, and will
aw 7, the
o vary the

