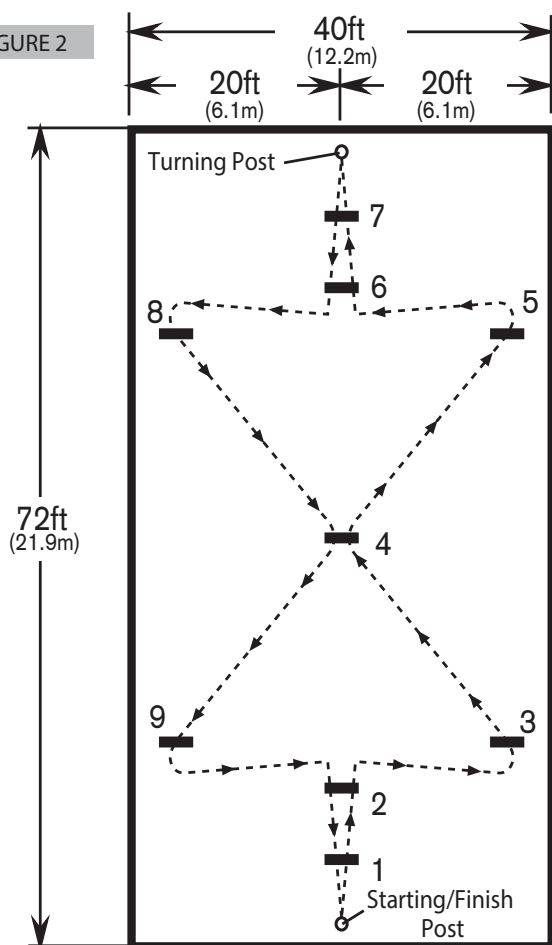


Croquet Set

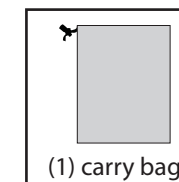
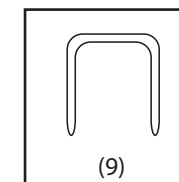
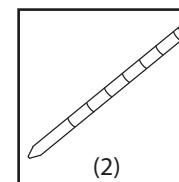
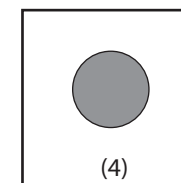
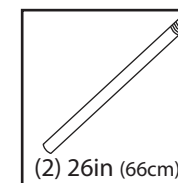
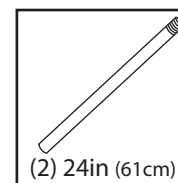
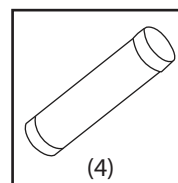
ITEM # 50200

GAME RULES AND COURT LAYOUT

FIGURE 2



PARTS LIST:



CROQUET TERMS:

Roquet - to hit another ball. Player hitting another ball gets 2 extra strokes or may croquet the ball hit and take 1 extra stroke.

Croquet - player places ball so touching roqueted ball, puts foot on own ball and strikes own ball so that roqueted ball is sent in any direction.

Rover - ball which has passed through all wickets but DID NOT hit starting post. Rover may travel in any direction, through any wicket. When playing teams, players may elect to rover to help their team. Once ball has hit starting post, game is over for that player.

ASSEMBLY:

Mallets are assembled by simply screwing the handle into the mallet head.

CROQUET RULES

THE GAME:

Each ball begins the game between the starting post and wicket #1. The object is simply to get through wickets 1-7 (in order), strike the turning post and return to the starting post through wickets 7,6,8,4,9,2, and 1. In two player croquet, the player who does so first, wins. In team play, the team in which all players do so before the other team, wins.

RULES:

The rules of croquet have been simplified for backyard use.

- 1.) The ball must be hit with the face of the mallet only.
- 2.) All players begin and continue play in turn. Player may hit ball once per turn except: if player hits (roquets)
 - *another ball he gets two extra strokes, or one croquet and one extra stroke
 - *through one wicket or hits turning post, one extra stroke
 - *through two wickets in same stroke, two extra strokes
- 3.) If a player plays out of turn, return all balls to former position and continue (no penalty).
- 4.) If a player hits (roquets) more than one ball with one stroke, all balls are replaced to former position and same player plays again.
- 5.) If a ball is hit out of bounds it is replaced where it left the field of play and player who hit ball ends turn regardless of strokes due remaining.
- 6.) No player (except a rover) may hit a ball twice before it has passed through a wicket, hits the turning post or roquets another ball.
- 7.) You may not pass through a wicket backwards.
- 8.) You may not block a wicket with a ball for more than one turn.

COURT LAYOUT: (small, 18ft x 10ft) (5.5m x 3.05m): (see FIGURE 1)

A small croquet court is a rectangular plot of lawn approximately 18ft by 10ft. This is the more usual field for 9-wicket croquet. Place posts into the ground approximately centered (width-wise), 18ft (5.5m) apart.

Wicket #1: 18 inches (45.7cm) in front of post.

Wicket #2: 18 inches (45.7cm) in front of #1.

Wicket #3: 1ft (30.5cm) in front and 5ft (1.52m) right of #2.

Wicket #4: 5ft (1.52m) in front of #3 and centered in court.

Wicket #5: 5ft (1.52m) in front of #4 and 5ft (1.52m) right.

Wicket #6: 1ft (30.5cm) in front of #5 and centered in court.

Wicket #7: centered between #6 and stake.

Wicket #8: opposite #5, approx 10ft (3.05m).

Wicket #9: opposite #3, approx 10ft (3.05m).

COURT LAYOUT: (regular, 72ft x 40ft) (21.9m x 12.2m): (see FIGURE 2).

A croquet court is a rectangular plot of lawn approximately 72ft by 40ft (21.9m x 12.2m). Place posts into the ground approximately centered (width-wise), 72ft (21.9m) apart.

Wicket #1: 7ft (2.13m) in front of post.

Wicket #2: 7ft (2.13m) in front of #1.

Wicket #3: 1ft (30.5cm) in front and 14ft (4.27m) right of #2.

Wicket #4: 22ft (6.71m) in front of #3 and centered in court.

Wicket #5: 22ft (6.71m) in front of #4 and 14ft (4.27m) right.

Wicket #6: 1ft (30.5cm) in front of #5 and centered in court.

Wicket #7: centered between #6 and stake.

Wicket #8: opposite #5, approx 28ft (8.53m).

Wicket #9: opposite #3, approx 28ft. (8.53m).

