

turning-stake, which must be struck. This is called "pegging" or "staking." The balls are then to be driven back to the starting-stake; the course to be turn and back to be in the direction indicated by the arrows on our diagrams.

The player who reaches the turning-stake first has great advantage; for, as soon as he commences his return journey, and meeting the other players, he is able to croquet them, considerably impeding their progress.

The side whose balls are first driven round, and hit the starting-stake, wins the game.

At the beginning of the game, and before making each stroke, look well around and see the exact position of affairs; then, having made up your mind what to do, make your stroke deliberately and carefully. Watch the game attentively throughout, watch each player's style, both friend and foe. You will thus learn capabilities of others, and learn points which may be subsequently of great service.

Do not play a selfish game—that is, do not be in too great a hurry to make your own arches. You may often do more service to your side by going back or lying by to help a friend, than by running your own ball through half a dozen arches. Remember, you can not win the game by your own ball alone.

Do not hesitate, either, when you can do real injury to your opponents, to abandon your own game in order to go down and break up theirs.

When two or more balls are in friendly proximity, rush down and break up their union at all hazards, for such a gathering always denotes mischief ahead.

Never try a difficult stroke, however brilliant, when circumstances do not imperatively demand it.