

It is the safe game that wins.

Take every opportunity of practicing the various strokes, particularly the more simple ones.

Especially study and perfect yourself in long shots; make everything within twenty yards a dead certainty on level ground. This may seem a long stroke, but is perfectly attainable with good mallet and balls on a good ground.

When a player strikes his own ball so as to hit another, however lightly, at a distance, he is said to roquet it. Having thus hit a ball, he can "take the croquet" before proceeding further in the game, or not, at his option.

As soon as the ball has gone through the first arch the player may, with it croquet any ball that has also passed through the same arch. It is done as follows: When a ball has hit another at a distance — that is, "roqueted it" — the player lays his own ball against the other so that it touches it. At this point two different methods of playing come in. One is called "Tight Croquet," and the other "Loose Croquet." In the former the player places his foot on his own ball, and strikes his ball with the mallet. The effect of this will be to drive the other ball in any direction the player may choose, which of course, will be governed by whether the ball thus croqueted belongs to a player on his own side or not. If the player adopts the "Loose Croquet," he does not place his foot on the ball, but merely placing the two balls in contact he drives them both together by striking his ball. The results of this is that they fly off at different angles.

A friend can, by croqueting, send a partner through the arch he wishes to pass, or else drive an enemy, who has obtained a good position, exactly in the opposite direction to that in which he wishes to travel. Great care must be taken with regard