

Technical Terms Defined

Arch. The curved iron rod set in the ground; the bridge.

Attacking. Playing at an enemy's ball for the purpose of putting it out of position.

Booby. A ball that has failed in attempt to pass through the first arch.

Concussion. The displacement of a ball by another placed against it by roquet, croquet, ricochet, roquet-croquet, and not struck directly by the mallet or ball that may be in play.

Croquet. To strike one's own ball when in contact with a roqueted ball. (See "Tight Croquet" and "Loose Croquet.")

Dead Ball. A rover which, having struck the starting-stake, is for that reason out of the game; any ball that cannot play.

Dismiss. To dismiss a ball is to croquet it to a distance.

Double Point. Running two arches with one stroke of the mallet.

Flinch. When a ball with which a player is about to take the croquet slips from beneath his foot.

Following Stroke. When a player strikes his own ball so that it follows the ball he is croqueting.

Foot. The starting-stake.

Front. The side of an arch from which a player must proceed in passing through it.

Head. The turning-stake.

Home. The starting-stake.

Home Strike. The last strike of the play.