

tion you wish.

Tight Croquet. Croqueting a ball by placing your foot on your own ball and, by striking with your mallet, driving the other way, and taking another with your own.

Tolling the Stake. Striking your ball against the turning-stake after having run the central and left flank arches upward.

Tour of Play. The turn given each player, and continuing so long as points are gained.

Turning-Stake. The stake directly opposite the starting-stake.

Winning Stake. The starting-stake is so called because when it is struck by a returning ball the game is won.

Wired. Having your ball in such a position that an arch prevents the stroke you wish to make.

H. Rademaker & Son, Inc.

Grand Rapids, Mich.