

Glossary

Alive: a word for a ball that has cleared a wicket and thus is said to be “alive”. Able to play on all other balls.

Ball-in-hand: a ball that, after hitting another ball or going out of bounds, must be picked up and moved.

Bisque: a handicap consisting of an extra stroke given to weaker players in order to equalize the game. It allows a player to replay a shot from the spot where it was originally taken. The bisque is sometimes called a “take-over”.

Break: an unbroken series of wickets run by a single ball in combination with another ball (a two-ball break), two other balls (a three-ball break), or all the balls in play (a four-ball break).

Croquet stroke (or shot): the stroke in which, after a player roquets another ball, he places his ball next to the roqueted ball and, by striking his ball, moves both balls.

Crush shot: an illegal shot used to knock a ball through a wicket so that during the stroke the mallet, ball and upright are all in contact at the same time.

Cut rush: a single-ball shot that is played so that the roqueted ball (the “rushed” ball) goes off at a desired angle.

Deadness: describing a player who has roqueted another ball. He is said to be “dead” on that ball—that is, he cannot play off that ball again—until his ball clears its next wicket.

Dress code: traditionally is white on the green lawns.

Drive shot: a shot made by hitting squarely on the ball during the croquet stroke, causing the forward ball to go about three times farther than the striker’s.

Foot shot: a croquet shot taken with the striker’s foot on the ball, legal only in backyard croquet.

Jump shot: a shot in which the ball is struck so that it leaves the ground, thus avoiding an obstructing ball, wicket or stake.

Pass roll: a croquet stroke that sends the striker’s ball farther than the croqueted ball.

Peel: to cause a ball other than one’s own to make its next wicket.

Penultimate: the next-to-last wicket.

Pivot ball: the middle ball in a four-ball break usually left in the middle of the court.

Roll shots: a croquet shot in which both balls travel along the same line. Variations include the half-roll, the three-quarter roll, and full and pass rolls.

Roquet: a shot in which the strikers ball hits another upon which it is alive. It is followed by a croquet shot and then a continuation stroke.

Rover: a player whose ball has made the last wicket, or a ball that has cleared the final wicket but has not yet hit the peg.

Rush: a roquet that sends the roqueted ball to a predetermined position.

Rush line: a line extending between the ball about to be rushed and its intended target spot. A player imagines the rush line to assist him in determining a rush stroke.

Split shot: a croquet shot that sends the two balls at divergent angles.

Sticky wicket: particularly tight wicket that is difficult to clear without getting stuck in its jaws.

Stop-shot: a croquet shot that sends the croqueted ball much farther than the strikers ball.

Take-off shot: a croquet stroke in which the croqueted ball moves very little and the strikers ball moves a greater distance.

Waive: to pass up a turn. The ball is then considered to have been placed where it lies.

Wired ball: a ball behind a wicket or peg which can’t be hit by the striker’s ball because of the obstruction.

Longleaf Bowl & Wicket Club’s schedule is as follows:

Monday	1:00-3:00	Ladies
Tuesday	1:00-3:00	Gentlemen
Wednesday	11:00-1:00	Ladies
Thursday	1:00-3:00	Gentlemen
Friday	3:30-5:00	Wine & Wickets
<i>Every other Friday starting Nov. 19, 2005</i>		
Saturday	OPEN	
Sunday	2:00-4:00	Couples

Park at the clubhouse and take a cart to the court found on Hole #3.

Sign up for croquet and lawn bowling in the pro shop.

Longleaf Golf & Country Club
10 N. Knoll Road, off Midland Road
Southern Pines, NC 28387

PO Box 1711, Pinehurst, NC 28370

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A Guide to Croquet



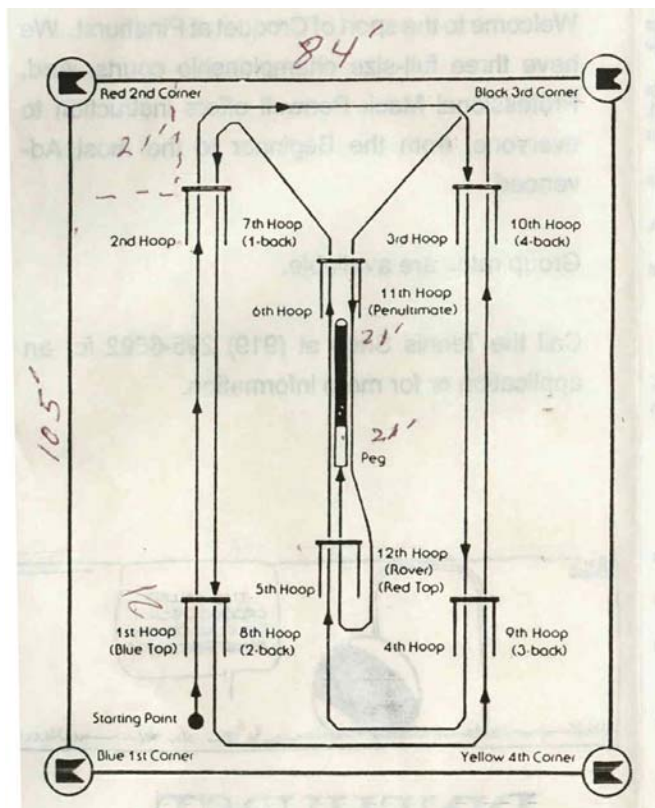
Longleaf
Bowl & Wicket Club

Southern Pines, NC

American Croquet Basic Principles of Play

1. Croquet is a game played between two teams. One team plays the blue and black balls and the other plays the red and yellow balls.
2. The balls are played in the order blue, red, black, and yellow. (The same order of colors is on the center post and on flags in rotation around the corners.)
3. A ball scores a point for its team by passing completely through the wicket (hoop) in the order and the direction shown in the diagram.
4. When a ball in its turn scores a point, it is given an additional stroke.
5. A ball can also earn extra shots by striking other balls in the game. When a ball strikes another ball, it earns 2 shots. The first of these shots (the croquet shot) must be taken with the ball in contact with the ball it has struck. The second shot (the continuation shot) is played from where the ball lies after the first. It can be used to score a point or hit another ball to continue earning extra shots.
6. A ball may only use each of the other 3 balls once between making each hoop. "Deadness" boards are used as aids to assist the players in recording which balls have used with other balls.
7. A player's turn continues until he no longer qualifies for extra shots.
8. A game is won by the team which first scores all the points possible for each ball. In the event of a time-limit, the team that leads once time has elapsed wins the game.

This diagram illustrates the layout, direction, and order of hoops on a croquet court.



Dress Code: Whites are requested on croquet courts when playing.

Longleaf Golf Croquet Basic Principles of Play

Longleaf Golf Croquet is played on a 6-hoop, 1-stake court layout as shown in the diagram. The rules for singles and doubles are the same.

1. Longleaf Golf Croquet is a game played between two teams. One team plays the blue and black balls and the other plays the red and yellow balls.
2. The balls are played in the order blue, red, black, and yellow. (The same order of colors is on the center post and on flags in rotation around the corners.)
3. Balls are played into the game from one mallet shaft length (36") from the center peg towards #1 hoop.
4. Each turn consists of one stroke only. (There are NO extra shots)
5. A ball scores a point for its team by passing completely through the hoop in the order and the direction shown in the diagram.
6. There is only one point available at each hoop. The first ball through each hoop therefore earns the point for its team and ALL of the other balls play in order, from where they lie, to the next hoop.
7. The striker may shoot for position at the next hoop before the hoop being contested is made but cannot earn a point there until the previous hoop has been made (i.e. shoot for position at #3 before #2 has been made, thereby gaining a head start for the point at #3)
8. For novice or beginner players, we recommend playing a half game in which 7 points are contested. As only one point is available at each hoop, 4 points for a team wins the game. If there is a tie after the number 6 hoop, a team must hit the stake to win.
9. If a ball is sent across the boundary string, it is replaced immediately one mallet head from where it went out and plays its next turn from that position
10. Any disputes should be settled by the "referee".