



# CROQUET SET

AGES  
5+

## Object

Players are divided individually and take turns advancing their coloured ball through the course wickets in the correct order to be first to complete the course. The challenge is to out-maneuver your opponent and hinder their progress to stop them from completing the course before you do. The winner is the first player to complete the course and hit the starting stake.

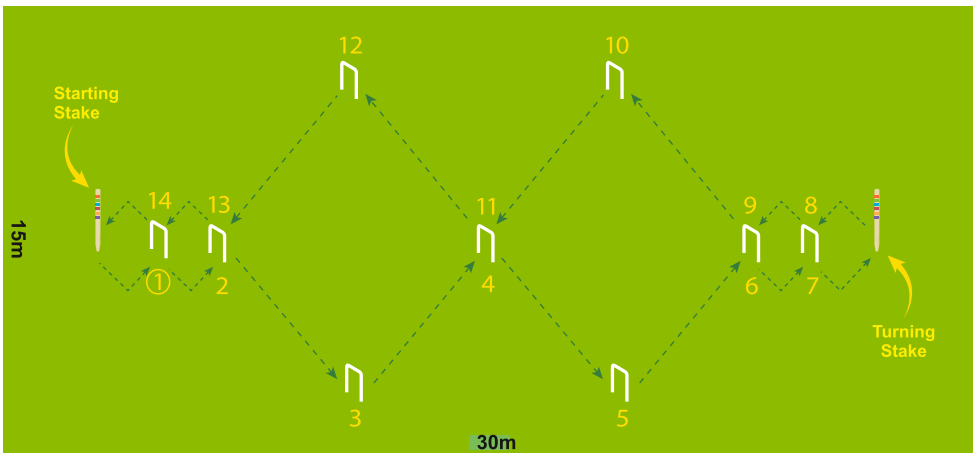
## Setup

**Mallet Assembly:** Match mallet head colour with it's matching mallet handle. Twist the handle into the mallet head but do not over-tighten.

**Court:** The nine-wicket Croquet court plays best in short grass and is setup in a double diamond pattern (see diagram). The official full-size court is a rectangle 100 feet long by 50 feet wide, but court size and shape can be adjusted to fit the available space with distances between wickets and stakes scaled down in proportion.

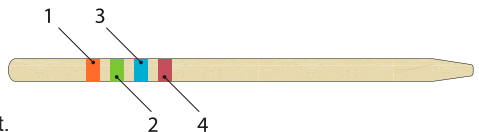
- Boundaries are optional and can be marked with flags.
- Use mallet to plant stakes firmly into the ground at both ends of the court.
- Use both hands to firmly plant wickets into the ground.
- After setup, the wickets, stakes and court should be as uniform as possible.

## Court Diagram



## Players 2-6

- Players choose a matching colour mallet and ball.
- All players begin at the starting stake.
- The order of play follows the sequence of colours on the starting stake, with the top colour being first.





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## How to play

*Note: This version of Croquet uses casual backyard rules. The official rules can be found online, but they are more detailed and complicated.*

- Each player picks a matching coloured mallet and ball and begins with their ball at the starting stake, attempting to first clear the #1 and #2 wickets.
- Players only have one shot per turn, but they can earn extra shots.
- Players earn 1 bonus shot each time they clear a wicket. If two wickets are cleared in one stroke the player earns 2 extra shots.
- If you hit an opponent's ball, you earn 2 extra shots.
- The maximum number of bonus shots is 2 per turn. You cannot earn more bonus shots until you clear your next wicket or wait until the start of your next turn, whichever comes first.
- Continue alternating between players, hitting balls through the wickets in proper order and direction (see diagram) while hitting the stakes at each end too.
- If a player knocks another player's ball through a wicket, that other player still receives credit for going through.
- If boundaries are established, whenever more than half of a ball leaves the playing area, it is out of bounds and brought back in, placed one mallet length into the court.
- The winner is the first player to complete the course and hit the starting stake.

## Tips

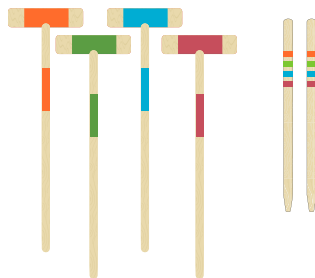
- To improve shot accuracy, try standing over the ball and swinging the mallet between your legs.
- Look to play off your competitors' balls often. You can quickly advance through the course by hitting off other players' balls to earn bonus shots.
- Be careful about setting up your opponent. Try to position your ball where others cannot play off it.

## Please read before using

- Adult supervision is required for players under 12.
- Make sure all other players are at a safe distance before striking your ball.
- Do not use the croquet equipment for anything other than croquet.
- Be careful when handling the stakes and wickets. Keep any pointed edges away from yourself and others.
- Properly store equipment after play.

## Included:

- 4 x Mallets
- 4 x Coloured Balls
- 9 x Wickets / Hoops
- 2 x Stakes
- 1 x Manual
- 4 x Flags
- Carry Bag



## Box Contents

