

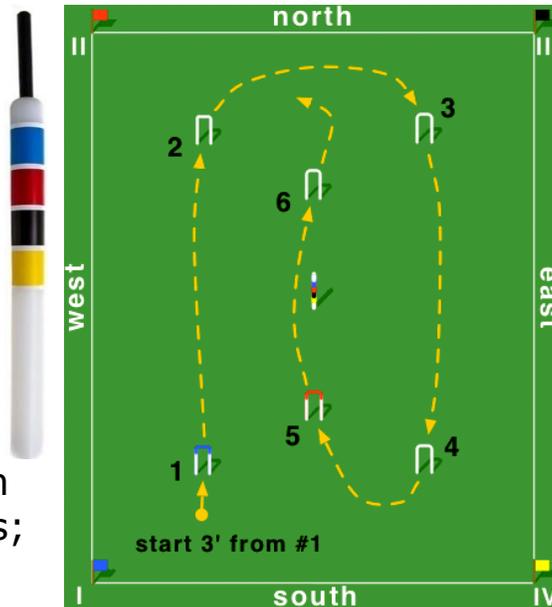
How to Play 6-Wicket Croquet

Some people call 6-Wicket Croquet an outdoor combination of pool and chess. It is a very strategic game. A game of 6-Wicket Croquet starts 3 feet in front of hoop 1.

The Balls are played in the order, BLUE, RED, BLACK, YELLOW. The same order as the colors on the center stake.



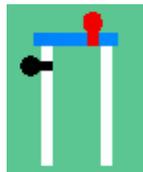
Croquet is played between two sides - the blue and black balls versus the red and yellow balls. In singles each player plays two balls; in doubles each player plays the same ball throughout the game.



The object of the game is to score more wickets than your opponent.

A ball scores a wicket by passing through a wicket in the correct direction and sequence, as shown above. After scoring a wicket it gets an extra shot and is cleared of any deadness it has.

Clips Each ball has a corresponding colored clip. Clips are used to show which wicket the ball needs to score next. For wickets #1 through #6, the clip is placed on top of the wicket. For the remaining wickets, the clip is placed on the side of the wicket. At the start of a game, all four clips are placed on the top of wicket #1.



Hitting Other Balls If the striker's ball hits another ball we say it has made a **roquet**, and the striker **earns two extra shots**. The first shot is called the **croquet** shot. The croquet shot is played by picking up the striker ball, placing it in contact with the roqueted ball, then striking the striker ball in such a way as to make both balls move. Then the striker is then entitled to the second shot called the **continuation** shot. The striker takes the continuation shot. The striker ball is now **dead** on the roqueted ball and remains so until it scores its next wicket.

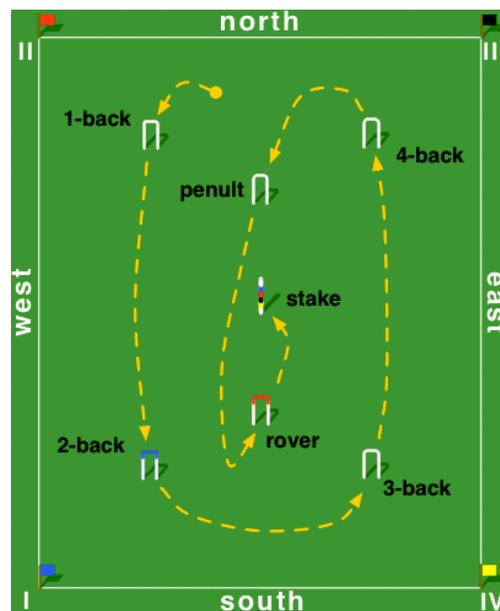


Deadness Board A deadness board is used to keep track of deadness. The column of squares on the far left represent the balls in the game and the 3 columns of squares to the right represent which balls the left colored ball is dead on. In this example, BLUE is dead on red and can't hit red. RED is dead on yellow and blue and can't hit them. BLACK is dead on blue and can't hit blue. YELLOW is dead on blue and black and can't hit them. A ball is cleared of its deadness when it scores its next hoop.

Boundaries A ball goes out of bounds as soon as its center lies directly over a boundary. When a ball goes out it is placed 9 inches in from where it crossed the boundary. In most cases when a ball goes out of bounds, the turn is over. At the end of a turn, any ball less than 9 inches from the boundary is also moved in to 9 inches.

Rover Balls and Scoring the Stake A ball that has scored all twelve wickets is called a rover ball. If a striker hits their rover ball into the stake, that ball has scored the stake point and is removed from the game.

End of Game A game ends when a player stakes out both of their balls or time runs out. When time runs out, each player plays each ball one more time and the score is counted. If it is a tie, another rotation is played until the tie is broken. The maximum score possible is 26. 12 wickets for each ball and two stake out points.



Other Rules This is a quick synopsis of game play and is not intended to be a complete set of rules. There are other rules which can come into play like, when your opponent scores hoop 7 you can clear deadness on either of your balls. A rover ball can hit another rover ball into the stake, thereby staking it out of the game. Balls that have not gone through hoop 1 are considered, "not in the game" and don't earn extra shots when they hit another ball. A ball in the game cannot hit a ball not in the game.