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## 6-Player Croquet Set



**Please keep this instruction manual for future reference**

**If you have any problems with your new product,  
please contact Triumph Sports USA at 1-866-815-4173,  
or e-mail us at [csr@triumphsportsusa.com](mailto:csr@triumphsportsusa.com)  
for any technical support or warranty issues.**

# 90-Day Triumph Sports USA, Inc. (TSU) Game Warranty

All TSU games have a 90-day from date of purchase warranty. This warrants the retail purchaser for any TSU game purchased to be free from any defect in materials and construction for 90 days from the date of purchase. Normal play wear and usage is not covered under the warranty, nor is wear or damage due to improper use of the TSU game. This will void any and all TSU warranties.

**A PURCHASE RECEIPT (or other proof of purchase date) will be required before any warranty service is initiated. All requests for warranty service can be submitted by email, in writing or by contacting our Customer Service Department at: 1-866-815-4173 or email us at [csr@triumphsportsusa.com](mailto:csr@triumphsportsusa.com).**

**IMPORTANT NOTICE! Please contact us before returning the product to the store.**

## Warnings



**WARNING:** Adult supervision and assembly is required.

**This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can prevent damage or injury.**

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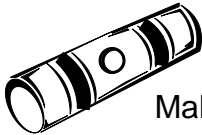


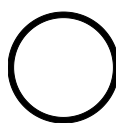
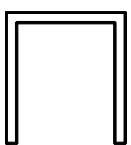

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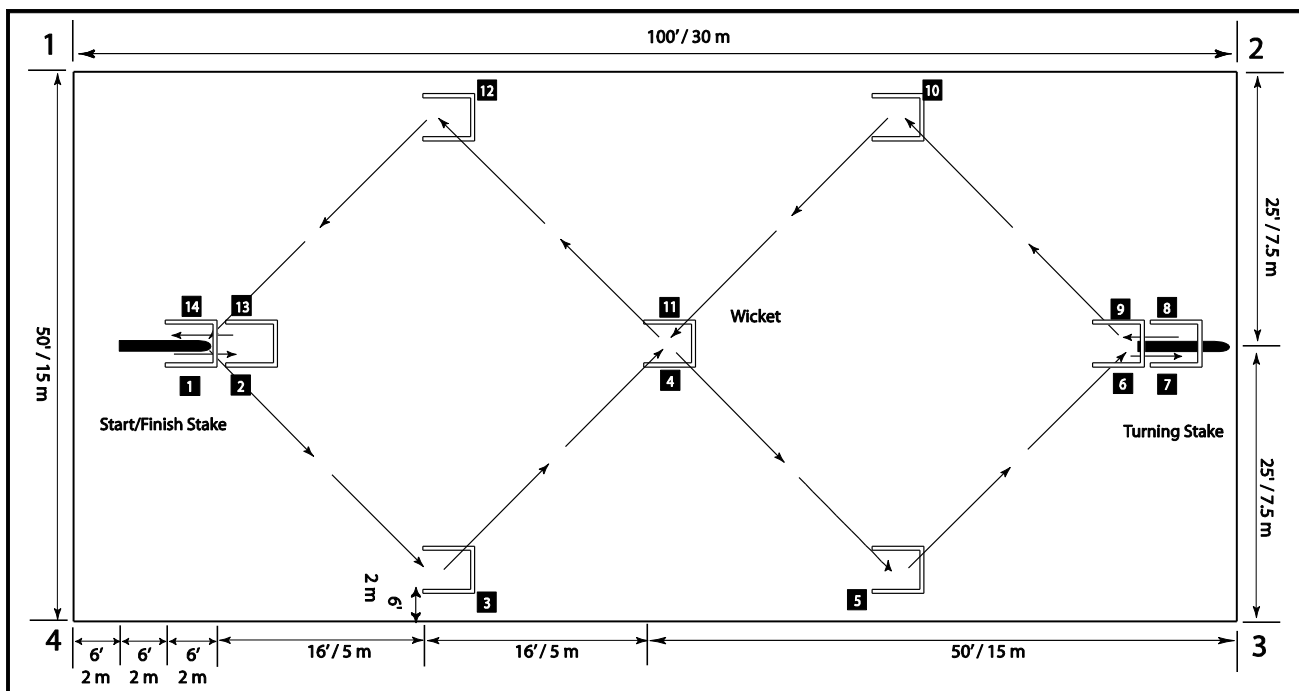
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# Parts List

1		Mallet Head 6 pcs
2		Mallet Handle 6 pcs
3		Stake 2 pcs
4		Ball 6 pcs
5		Wicket 9 pcs
6		Carry Bag 1 pc

## Game Set Up



### COURT DIMENSIONS(100' x 50' or 30 m x 15 m)

1. 88' (27 m) between Starting Stake and Turning Stake.
2. 6' (2 m) between Starting Stake and Wicket #1. 6' (2 m) between Wickets #1 and #2.
3. Wicket #3 should be placed 16' (15 m) forward and 19' (6 m) right of Wicket #2.
4. 32' (10 m) between Wickets #2 and #4.
5. Use these same directions to place Wickets #5, #6, #7, #8, and #9.

The standard double diamond, rectangular court can be reduced to fit the size and shape of the space available. When reducing the court size, try to maintain a six-foot space between the Starting and Turning stakes and their adjacent wickets.

# Game Rules

## OBJECT OF THE GAME:

The object of the game is to race your opponent around the playing course and hit the finishing stake first. There are always two sides or opponents. The red/yellow/orange balls play the blue/black/ green balls. 2, 3, 4, 5, or 6 players play the game. When the number of balls equals the number of players each player gets their own color ball. When the number of balls does not equal the number of players, the players on that side alternate turns and may play any one ball on their side in a turn. With two players, each of them plays all three balls on a side.

## RULES TO PLAY:

1. The sequence of colors on the starting stake determines the order in which players shall play. The top color is first to play and so forth.
2. The starting "tee" is half-way between the starting stake and the middle of the first wicket.
3. The ball must be struck and not pushed, and always with the full face of the mallet.
4. No ball can croquet or be croqueted until it passes through the first wicket.
5. Every player has a right to an additional stroke after driving his ball through a wicket or hitting the turning stake.
6. Every player has a right to two additional strokes if the player's ball strikes an opponent's ball (roquet).
7. Players driving his ball through both the first and second or the sixth and seventh wickets are entitled to two additional strokes.
8. Bonus strokes may not be accumulated. Only the last two bonus strikes may be played.
9. Every stroke counts no matter how slightly the ball moves.
10. If a player wholly misses the ball, it counts as a stroke and the turn ends, unless the player has a bonus stroke.
11. In case a player plays out of turn, there is no penalty. Any ball moved during the out-of-turn play is replaced to its position prior to the error. If the error is not discovered until later, only the last ball played out of turn is replaced and the correct ball then proceeds.
12. If a member of the game plays with the wrong ball, the player must replace the ball without loss of a turn.
13. If your ball croquets an opponent's ball and both balls pass through a wicket you earn two additional strokes but not the wicket. If a bonus stroke is used to croquet, the wicket counts and only one additional stroke is earned. [The croqueted ball (opponent's) earns the wicket but is not allowed a bonus stroke.]
14. You may not roquet (hit) an opponent's ball a second time until your ball has either: hit another ball, passed through a wicket, or hit a stake.
15. The second bonus stroke after a roquet is an ordinary stroke played from where the striker ball comes to rest.
16. A player roqueting a ball is not compelled to croquet it.
17. In case a ball is driven out of bounds, it must be placed one mallet head's length from on the boundary where it went out.
18. A ball has not passed the wicket if the handle of the mallet can touch the ball when laid across the back side of the wicket.
19. If a roqueting ball touches one or more balls, it may croquet as many balls as it strikes, but this allows for only two one additional stroke. If one of the several balls hit is croqueted, all of the balls must be croqueted.

## TECHNICAL TERMS:

1. **Roquet** – to roquet a ball is to cause your ball, by a stroke of the mallet, to come in contact with another, either directly or indirectly. By roqueting you get two additional bonus strokes.
2. **Croquet** – to strike one's own ball when in contact with a roqueted ball, the player is allowed to put his foot on his own ball and with his mallet, drive it against the other and send it in any direction.
3. **Roquet Croquet** – it is about the same as croquet. It is not necessary to put the foot upon the ball, but the player may, by striking his ball, send both in any direction.
4. **Ricochet** – the act of roqueting two or more balls by one strike of the mallet.
5. **Rover** – Can be used in doubles and triples. When a ball has been through all of the wickets and before it strikes the starting stake and the player prefers to continue to play, he makes his ball a rover to aid his own side and drive the others back.