



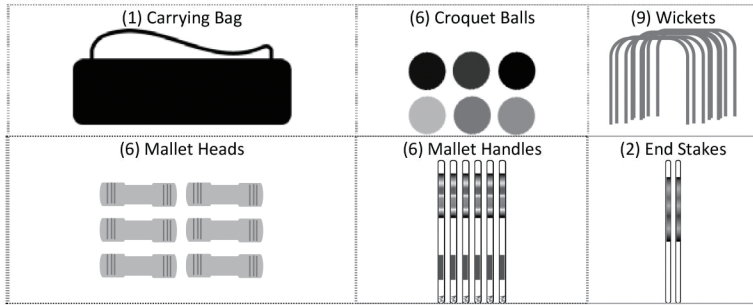
6-PLAYER CROQUET SET

PLAYING INSTRUCTIONS

Item
BG3126

Designed for Fun, Built to Last™

Parts Included:



NOTE: Please carefully inspect your new croquet set to ensure all parts listed above are included.

Assembly: screw mallet heads onto mallet handles for play; unscrew for storage.

Basic Rules of Croquet

Teams:

- **6 Players:** Split the players into two teams: a “cool” team playing the black, blue and green balls, and a “hot” team playing the red, orange and yellow balls.
- **4 Players:** If each team has two players, each player plays one ball.
- **3 Players:** If three people are playing, one team is made up of only one player who will play both balls for that team.
- **2 Players:** If only two people are playing, each player plays two balls.

Game Play:

1. Players take turns in the order of the corresponding colors on the end stakes.
2. Place your ball halfway between the end stake and first wicket and try to hit it through. If you succeed, you earn a bonus hit for each wicket your ball passes through. If you miss, your turn is over.
3. Pass your ball through the wickets in the proper order. See diagram: start with wicket 1 and continue to number 14.
4. If your ball comes to rest in contact with another player’s ball during your turn, it is called a “roquet” and you are awarded 2 bonus hits:
 - Use the first hit to move your opponent’s ball by placing your foot on your own ball and striking it so your ball stays in place, but your opponent’s ball is moved off course.
 - Use the second bonus hit to move your ball toward the next wicket.
5. Once your ball has been hit through all 14 wickets, you may end your game by hitting the end stake, or you may return your ball to the court to serve as a rover:
 - The rover may be used to help your partner and hinder opponents.
 - The rover may roquet any ball in play, once per turn, unless the rover passes through a wicket. The rover cannot roquet a ball twice in a row.
 - Take your rover ball out of play when it hits the final stake.
6. The team that is the first to hit the final stake with all balls wins the game.

COURT DIAGRAM

- The croquet court is set up at 50’ wide by 100’ long*
- Adjust the court to fit your playing space if needed
- Place stakes and wickets 6’ from each side and as marked on the court diagram

**All playing areas vary and court diagrams represent regulation sized courts. Have fun and adjust the court to fit your playing area!*

Parts List

Goal Stake	NGP6311
Steel Wicket	NGP6312
Mallet (specify color)	NGP6313
Ball (specify color)	NGP6314
Carry Bag	NGP2359

For replacement parts, further warranty information or inquiries, please call 800-759-0977

LIMITED WARRANTY

This product is warranted to be free from defects in material and workmanship for a period of 90 days from date of purchase. Should any evidence of defects in material and/or workmanship appear within the Limited Warranty period, manufacturer will either replace or repair the product at its option. This warranty covers normal consumer use and does not cover failure which results from alteration, accidents, misuse, abuse or neglect. An original receipt will be required before warranty performance can be rendered. Requests for return authorization should be sent to: Blue Wave Products, 1745 Wallace Ave., St. Charles, IL 60174. This warranty gives you specific legal rights and you may have other rights which may vary by state.