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The Objective of the Game

Simply, the objective of the game of croquet is to pass your ball through a series of 9 wickets arranged in a unique design. The winner is the last player (or team) left alive.

The course is an area approximately 250 x 175 feet. This course is not your regular croquet course and although the rules are similar, Extreme Croquet rules are more aggressive. Bonar's Extreme Croquet Course is designed to test your skills as you maneuver around, through and over hazards. When you finally complete the course, you will "kill" or "be killed" in the part of the game called Poison.

STARTING:

Singles: Two Players playing two balls each.

Individuals: 2 to 4 players playing one ball each.

Doubles: Teams of 2 playing one ball each.

Players play in order of color on the stakes *i.e.* blue, red, black, yellow. *In doubles:* Pair blue & black and red & yellow (flip for colors, if necessary).

One stroke per turn for each player.

Place the ball a club's length behind the first wicket.

You may use any part of the mallet when striking your ball.

However, when striking your ball, you cannot touch the wickets or stakes with your mallet.

There is no out of bound penalties in extreme croquet.

However, if you are out of bound, or strike an opponent out of bound, the balls (all balls) must be placed a mallet length inside at the agreed out of bound entry point. A ball is out of bounds when more than half the ball can be declared out of bounds.

STROKES: Earn one (1) extra stoke for going through a wicket and two (2) for hitting another player's ball. You earn extra strokes from your first action only; maximum of 2. Secondary hitting counts nothing for strokes.

DEAD: Once you have hit someone, you are dead to them. This means you can't hit the same ball again until you move through the next wicket, at which time your slate is clean.

WICKET: Hitting through a wicket means fully through, place your mallet against the entering side of the wicket and if you can touch the ball it is not through the wicket.

HITTING OPPONENTS BALLS will allow you to slow your opponent and earn you 2 extra strokes:

- 1)you can place your ball a mallet's length in front of the opponent's ball and hit your ball to place your opponent's farther from the wicket,
- 2)or, you can place your ball against your opponent's ball and hit them both (split ball),
- 3)or, you can place your ball against your opponent's ball and hold your ball with your foot and hit your ball.

STAKES: striking the upper stake is the same as going through the wicket, you earn an extra stroke. However, you must strike the ball again from where it lies.

POISON: Extreme Croquet includes the element of poison. Once you have completed the course and strike the final stake, you return to the course where your ball then becomes "poison", in the sense that any ball hit by a poison ball is eliminated from the game. If a player hits a poison ball, he earns one extra stroke rather than two. The players can only eliminate a poison ball by hitting it through a wicket in any direction. One poison ball can eliminate another poison ball but, the ball doing the striking is always in control. If you miss a poison ball and lay too close, chances are you will be the next one out...

FINISHING: The winner is the last player in the game. In Doubles the winner is the team with the last player (or players of the same team) left in the game.