

Kick Croquet Instructions

#729279

KICK CROQUET INCLUDES:

- 2 finish flags
- 4 finish flag poles (shorter poles)
- 21 wicket poles (longer poles)
- 16 wicket connectors
- 16 ground anchors
- 2 giant cloth-covered balls

BEFORE PLAY

Assembly (adult assembly required)

1. Inflate the giant cloth-covered balls until firm. We recommend the use of a hand, electric, or foot pump to inflate. Take care not to over-inflate them.

2. Assemble each of the 7 wickets. Connect 3 like-colored wicket poles using 2 wicket connectors to form a complete wicket. Repeat this until all wickets are assembled.

3. Assemble each of the 2 finish flags. Insert 2 shorter yellow poles into a wicket connector. Press the poles and connector together firmly to make a complete pole. Place a red flag

on one end of the pole and a ground anchor on the opposite end to complete the flag pole. Repeat this until both finish flags are assembled.

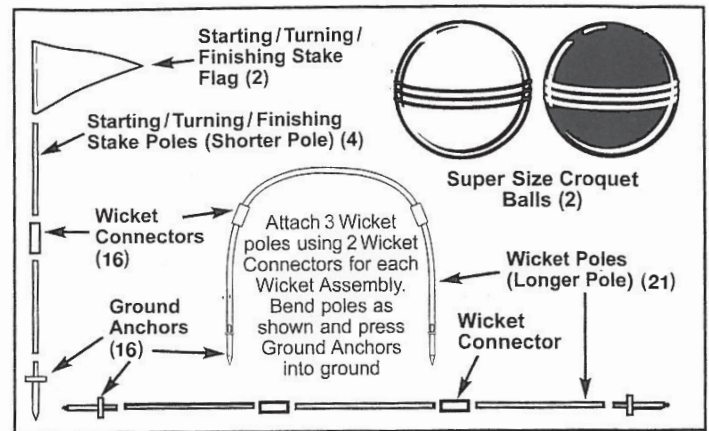


Figure 1

COURT LAYOUT

The positioning of the Kick Croquet wickets and stakes is the same as in standard croquet. The standard court measures 50 feet by 100 feet. The Kick Croquet court can be configured to any size depending on available playing area. The distances between wickets and stakes can also be set at desired distance appropriate to the skill level of the players. The wickets are positioned in a “figure-8” configuration.

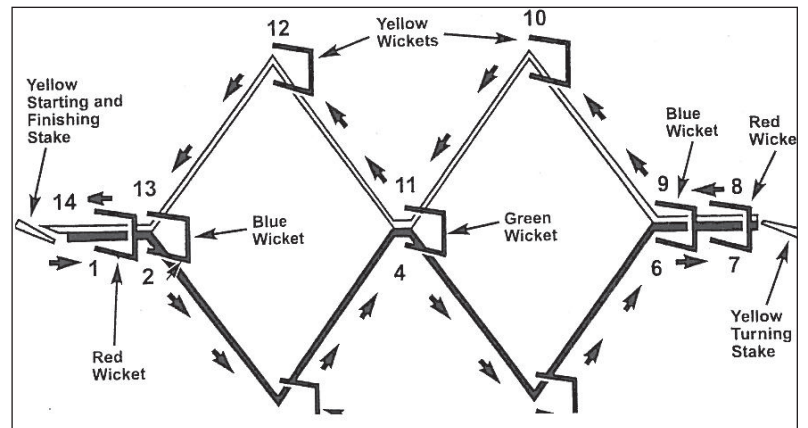


Figure 2

1. Place a ground anchor on each end of each assembled wicket pole (see figure 1).
2. Position each wicket as shown in figure 2 and press one of the ground anchors firmly into the ground. Repeat this until all wickets and ground anchors are firmly in the ground.
3. Press the finish stakes and flags into the ground at “starting” and “turning positions” (see figure 2).

TO PLAY

Objective: Race around the course of wickets to be the first to reach the finish flags.



WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.

Kick Croquet Game Rules

BACKYARD RULES

1. Determine which side goes first by using a coin toss.
2. All balls start one-half the distance between the starting stake and the first wicket.
3. Play progresses by kicking the ball through wickets 1 through 7 in order and then hitting the turning flag stake (see figure 2). The ball is then played through wickets 8 through 14 in order. The game is completed by hitting the finishing stake with your ball.
4. All balls must be played from where the ball comes to rest.
5. Each player's turn is complete when he/she does not kick the ball through a wicket or hit a turning stake or finishing stake.

OUT OF BOUNDS/ALTERNATE RULES

1. Before play begins, players must decide the distance between the wickets and the stakes and the total area of the course.
2. The game can be played with or without "out-of-bounds" markers. To make the game more interesting, play the game without "out-of-bounds" markers. This will make it more challenging to kick the ball through the wicket if the ball lands further away from the wicket, which would otherwise be considered "out-of-bounds."
3. The wicket course also can be changed immediately before play begins, providing it is agreed upon by all the players before play begins.

For ages 4 and up.

Only kick the giant cloth-covered balls when no person, animal, or child is in or near the vicinity of where the ball is being kicked. The ball should not be thrown at someone's face or head. This game must be played on soft ground only. Before play, check ground to make sure there are no holes in the course. Remove debris before setting up the wickets.