



Hayes, Bromley and Keston Croquet Club

Newsletter – December 2018





Dates for the diary

Thursday 28th February

Friday 1st March 2019

Sunday 12th May

Sunday 12th May

Thursday 4th July 2019

27th July - 4th August 2019

New Year Meal at The George, Hayes

Subscriptions due

Final of the One-Ball Competition at Surbiton CC

National Croquet Day

Special anniversary Event

GC World Championships at Southwick

Eastbourne, Worthing & Tunbridge Wells

New Year Meal

Details will be in the January newsletter.

Charity One-Ball 2019

This year we raised £90 for the Downs-Syndrome Association and I'm hoping that in 2019 we can run a heat and raise money for the Alzheimer's Society. As the finals are on May 12th 2019 we will need to have our heat at the end of April, the date to be decided. Provided that the club raises £50 our winner will be entitled to participate in the final. More details later.

PLEASE LET ME HAVE ITEMS FOR THE NEXT
NEWSLETTER BY

January 15th



The 2018 Trophy Winners

Article from the Croquet Gazette on the 5th edition of the golf croquet rules



The World Croquet Federation (WCF) Golf Croquet Rules Committee had three objectives for the 5th Edition, namely to make the Rules easier to use, to deal with situations that were omitted from previous editions and to improve the playing experience by removing inconveniences in a few areas.

It is good to be able to report that the early experience of the new Rules in New Zealand, South Africa and the Over-50 World Championship in Cairo has been uniformly positive.

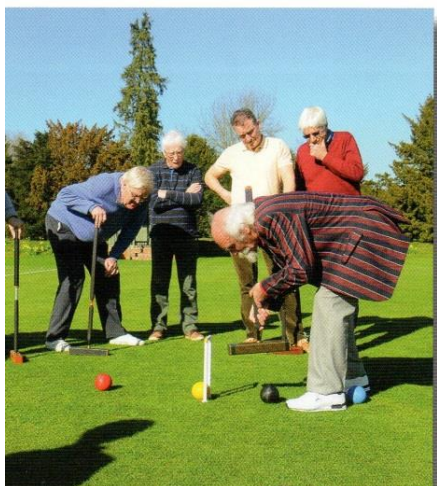
Ease of use

Numeric sub-paragraphing has been adopted so that Rule 2(a)(1) becomes Rule 2.1.1. In a few cases, when it has been necessary to use a further level of paragraphing, lower case letters are used, such as Rule 3.1.3(a).

The drafting of the 5th Edition has been made rigorously consistent so that references to a concept are always described using exactly the same words.

A Glossary has been added at the front of the Rules to define the key terms used in the Rules and there is an Index at the back.

In order to ease navigation and to avoid overloading rules with excessive content,



The GC Rules

By far and away the most important message about the 5th Edition is that there is nothing to worry about.

there are now 19 Rules divided into four parts instead of 16 Rules presented as a single list.

Part 1 ("Introduction")

Part 1 ("Introduction") includes Rules 1 to 4 and has very largely the same content as in the 4th Edition.

The only differences relate to double-banked play and outside agencies.

The rules regarding the former have been expanded and moved from Rule 1(h) to a new Rule 17.

The definition of an outside agency has been moved from Rule 9 to Rule 4, so that the definition precedes later references to outside agencies.

Part 2 ("General Rules of Play")

Part 2 ("General Rules of Play") includes Rules 5 to 8.

Rules 5 to 7 serve the same purpose as in the 4th Edition (the Start, the Turn and Scoring a Point) with the addition of the definition of the striking period to Rule 6.

The offside ball rule has been moved from Rule 10 to Rule 8 where it is more appropriately situated.

Part 3 ("Irregularities")

Part 3 ("Irregularities") includes Rules 9 to 13 which cover Interference, Playing a Wrong Ball, Faults, Overlapping Play (which replaces Rules 6(e) and (f) in the 4th Edition) and Playing After Play has been Forestalled.

Part 4 ("Other Matters")

Part 4 ("Other Matters") includes Rules 14 to 19 which cover Information, Advice and Use of Markers, Referees, Behaviour (previously entitled Etiquette), Double-Banked Games, Penalty Areas and Penalty Area Continuation and, lastly, an expanded rule on Handicap Play.

Situations omitted from previous editions

Rule 6.7 directs that a boundary ball must be played into court if it is to strike another ball that is just inside the boundary. Otherwise, the stroke counts but will be ineffective because all balls moved will be replaced.

Rule 13 (Playing After Play has been Forestalled) has been added to give explicit guidance if this situation occurs.

When a player has to make a decision, the Rules now require that the decision be made promptly and cannot be changed.

This applies in Rule 8 (Offside Balls), Rule 10 (Playing a Wrong Ball), Rule 11 (Faults) and Rule 19 (Handicap Play).

The opponent is now also permitted to ask for a decision in such cases.

Improving the playing experience

Rule 4 – outside agencies

A scoring clip is now not an outside agency when attached to a hoop, even when it belongs to another game.

This means that a point scored in a jump shot which might have contacted a scoring clip on the way is valid.

However, either side can require that a scoring clip is removed from a hoop before a stroke is played.

Rule 6 – striking period

Non-striking faults have been abolished. They served two distinct purposes in previous editions.

One purpose was to penalise accidental contact with a ball by a player preparing to play a stroke.

This aspect has been preserved by bringing forward the start of the striking period to when the player takes up their stance and treating an accidental contact after that moment as a striking fault.

Striking faults are now referred to simply as "faults".

The more controversial purpose of non-striking faults was to penalise accidental contact with a ball in other circumstances. These cases were rare but the penalty of losing the next stroke was felt to be unnecessarily harsh and many disliked it.

In the 5th Edition, such incidents are treated as interference under Rule 9. The affected ball is simply replaced and there is no penalty.

Rule 6 – when a ball leaves the court

A ball now leaves the court when its edge (not its centre) touches the plane of the boundary line (the inner edge when the line is painted).

This is the approach used in Association Croquet and is more precise when a ball leaves at a shallow angle.

5th Edition

There have been no significant changes to how the game of Golf Croquet is played.

Rule 8 – offside balls

If Blue scores a hoop and Red is onside but Yellow is offside, Red can now be played before the owner of Blue and Black has given an offside direction about Yellow.

The owner of an offside ball is now entitled to ask for a direction and the opposing side is obliged to reply promptly.

Rule 9.4 – interference with the playing of a stroke

If a player takes relief from a fixed obstacle or uneven ground outside the court by moving their ball into court, they remain obliged under Rule 9.4.3(b) to move any ball which might interfere with the passage of their ball and lies within a yard of their ball's original position so as to preserve the relative positions of the two balls.

There is now an important new requirement in cases where a player intends to clear a ball which lies within six yards of their ball's original position.

It would be unfair for the taking of relief (which can sometimes be as much as a yard for players with long backswings) to shorten such a clearance significantly and perhaps alter the tactical balance of play.

Therefore Rule 9.4.3(a) directs that the target ball is to be moved into court by the same distance to preserve the length of the clearance.

However, in cases when the target ball is already within one or two yards of the next hoop, such a movement might create the possibility that the player could get an "in-off".

Accordingly, the owner of the target ball has to give their consent to the movement of their ball and might, in some cases, prefer to leave it where it lies.

Rule 10 – playing a wrong ball

The wrong ball rule has historically created more confusion than any other rule.

The 5th Edition has sought to simplify the rule while also providing an effective solution to the "gift hoop" problem.

The "Replace and Replay" remedy now applies to playing an opponent ball and the striker's partner playing the striker's ball in doubles, both of which previously attracted a penalty.

The intention of the change is to speed up play by giving the opponent an incentive to forestall before such errors occur.

The most common example of playing a wrong ball is playing the partner ball instead of the striker's ball, in either singles or doubles.

Under the 4th edition, the only remedy was "Replace and Replay" and, from time to time, this could give rise to an unfortunate "gift hoop" situation.

(Shorthand 'key' for the next passage:

Bab is the owner of Blue and Black; Ray is the owner of Red and Yellow; B is the blue ball; R is red; Y is yellow; K is black).

The "gift hoop": consider the case where Bab plays K into position for the next hoop when she should have played B and Ray does not notice and plays R into position. Bab then plays B into position and Ray now realises that play has gone out of sequence.

If Ray now forestalls and Replace and Replay is the only remedy, B has to be replaced and Bab will play K next, being able to attempt the hoop without Ray having had an opportunity to clear that ball with his second ball.

This will be all the more galling for Ray because Bab was the original culprit.

The 5th Edition addresses this situation by giving the non-offending side the right to choose either "Replace and Replay" or "Ball Swap".

Choosing "Ball Swap" means that the offending side's last stroke stands but their balls are "swapped", namely each is placed in the position occupied by the other.

The non-offender then plays the next stroke with the partner ball of the ball they played last (which is what they will have expected to do).

In the example described above, Ray would no doubt choose Ball Swap and have B and K exchanged and then play Y to try and clear B from in front of the hoop.

This solution is simple and, importantly, preserves the tactical balance of the situation.

Rule 11 – faults

As noted above (see the comment on Rule 6), the striking period now begins when a player takes up their stance. If a fault is committed in a stroke that scores a point for an opponent ball, the point will count if the opponent chooses to leave the balls where they stopped.

The standard of proof for faults is now the



same as in Association Croquet, namely the balance of probabilities.

Appendix 4 of the CA Rules Booklet contains more detailed guidance about how to judge double-tap and hammer stroke situations.

Rule 15 – behaviour

Referees have been given increased powers to deal with situations in the hopefully rare occasions when a player misbehaves during a game.

A fuller account of the differences between the 4th and 5th Editions can be found in the document entitled "WCF GC Rules Rationale" which is available at: <http://www.worldcroquet.org/index.php/croquet-information/golf-croquet>

Stephen Mulliner,
Chairman, CA Golf Croquet Rules Committee

Photographs clockwise from top left:
(1) Richard Raby playing from a penalty spot, can now play from a 'penalty area'.
(2) A wrong ball dilemma for Messrs. Rutherford, Maguire and Goldring.
(3) Championship Referee Tim King explains it to South Africa at the World Teams.
(4) Aspiring refs try to fault Cliff Jones.
(photos by Chris Roberts)





The Croquet Academy - 2019 Courses

Date	Course	Cost	Ideal hcp	Course Leader
3 April Wed.	GC Beginners' & improvers' Course	£50	7+	Janet Hoptroff
4 April Thurs.	Introduction to Association Croquet	£50	n/a	Morgan Case
4-5 April Thurs-Fri.	Coach Qualification Course (CQC) Club Coach (£40 subsidy may be available)	£75		Daphne Gaitley
5 April Fri.	Croquet Mind over Matter	£60	n/a	Rich Waterman
10 April Wed.	GC Referees' Refresher Course (£17.50 subsidy may be available)	£50		Ian Cobbold
10-11 April Wed-Thurs.	AC Improvers' Course	£75	18+	Frances Low
11-12 April Thurs-Fri.	Coach Qualification Course (CQC) Grade 1 & 2 GC & AC (£40 subsidy may apply)	£75		Daphne Gaitley
11 April Thurs.	One-to-One and Small Group Coaching 1 & 1.5 hour sessions for AC & GC	POA		Cliff Jones
12 April Fri.	One-to-One and Small Group Coaching 1 & 1.5 hour sessions for AC & GC	POA		Cliff Jones
13-14 April Sat-Sun.	AC Towards the Triple Peel	£75	8 or less	Cliff Jones
16-17 April Tues-Wed.	AC Development Course in Handicap Play	£75	12-18	Clive Hayton
16-17 April Tues-Wed.	AC Introduction and Development in Advanced Play	£75	6-14	Nigel Polhill
24 April Wed.	AC Workshop inc. Video Analysis	£50		Jonathan Isaacs
25 April Thurs.	GC Moving towards 'A' level play	£50	3-6	Daphne Gaitley
1-2 May Wed-Thurs. 16 May Thurs.	AC Laws & Referees' Qualification Course (£40 subsidy may be available) Exam	£75		Jeff Dawson
1-2 May Wed-Thurs.	GC Rules & Referees' Qualification Course (£40 subsidy may be available)	£75		Daphne Gaitley
3 May Fri.	GC Masterclass	£60	4-	Jonathan Powe
7 May Tues.	GC Workshop inc. Video Analysis	£50		Jonathan Isaacs
30 May Thurs.	GC Coached Games Day	£50	7+	Richard Carline
5-6 June Wed-Thurs.	AC High Handicap Follow-Up Course	£75	18+	Frances Low
8-9 July Mon-Tues.	AC Supervised High Bisque Tournament	£50	14-20	Frances Low

NB Premium Members of the Croquet Association receive a **£10** discount off all courses.

For full Course details: see The Croquet Academy website: www.thecroquetacademy.com

To discuss a course in more detail, or to book One to One/ Small Group Coaching

contact Academy Secretary Janet Hoptroff – courses@thecroquetacademy.com - 01903 859417

How to use GC Extra Turns effectively

The most common thing I get asked for advice on is use of extra turns in Golf Croquet.

To reach an answer, it is wise to consider why you have those extra turns – what is it that your opponent can do better than you that makes their handicap lower than yours?

If you are a very high handicap then the answer is most likely they are better at hitting the ball.

That's not a flippant remark – you need an accurate assessment of how accurately and how hard you can hit the ball before you can make a good decision about your best move.

A good clearance

A good clearance must send the opponent far away (and/or wired) but crucially, often needs you to stay near the hoop to establish and maintain hoop control.

Only the better players can do this reliably – it's about hitting your ball fairly hard (so it skids rather than rolls) and it hitting the target ball in the middle (so it stops rather than deflecting off). An extra turn can get you close enough to the target ball that you can accomplish this as well as a good player can from further away.

Or, as your skills improve, it can get you to a position where you can clear the opponent and go to the next hoop if you have a very good chance to make the hoop with your partner (i.e. clear and play to the next hoop but remain on side).

Getting into the hoop jaws

Running an odd-numbered hoop to the next one breaks the swing of scoring sequence – an extra turn can help you do this like a much better player by getting into the jaws, where the better player will expect to do it from a foot or more away.

Using an extra turn to remove the opponent from a potential scoring position but without taking control of the hoop is a wasted opportunity – better to save it for later.

One possible exception is at an even-numbered hoop when your opponent has jawsed and your partner is in scoring position: clearing a next-to-play jawsed ball to great distance will most often win you the hoop. If you do this, make sure you don't block the hoop – i.e. play the clearance at an angle.

Don't waste your Extra Turns

If your opponent has two balls at the hoop (i.e. is 'in control'), you probably won't shift the balance without spending two or more extra turns so don't waste them.

If one extra turn won't shift the balance significantly in your favour, only consider using two extra turns together if it leaves you in the jaws of an odd-numbered hoop and your opponent on the playing side a long way away.

That way you are likely to win two hoops for a two extra-turn investment.

The best time to use an Extra Turn

The best time to use extra turns is after putting blue to hoop 1 (if you won the toss) – i.e. after the first stroke of the game.

You won't get a better opportunity: never again will both opponent balls be so far away and at such an angle with you in the jaws of an odd-numbered hoop!

Practice is key

Many players don't practice enough – they play friendlies and club games, but that does little to improve their skills.

To get better, you must play a stroke with a clear intention, watch what happens, think about how to do it better, and repeat it until your intention is achieved.

Use markers so you are repeating exactly the same shot.

In the musical world, people often say that an amateur musician will practice a piece until they get it right, whereas a professional will practice until they can't get it wrong – think on that.

Dave Kibble,
Chairman of the Coaching Committee

