



MODULE L1M3



GOLF CROQUET TACTICS (Level 1)

POSITION, CLEARANCE OR SCORE?

Shot selection

Anticipating your opponent's next moves and their chances of success will help you to determine what to do with your next shot. In doing so however, consider your own strengths and likelihood of success.

- If you don't need to attempt a difficult hoop and your opponent has only a small chance of clearing you, take a better hoop running position.
- Try to determine which of the opponent's balls is the most threatening.

There are often much better options available to you than trying to score a difficult hoop or clearing an opponent ball that has a low chance of success in their next turn.

When the opponent's ball is in the hoop



Figure 1:

Red may jump over Blue and score the hoop or Red may clear Black, leaving Yellow to jump over Blue.



Figure 2:

Red may clear Black with a stop shot to take a hoop running position and score the point after Yellow clears Blue out of the hoop.



Figure 3:

Red can cut rush Yellow past the hoop so that Yellow in its next turn can hit Blue back out of the hoop.



Figure 4:

Red can cut rush Yellow to a position where (still protected from Black) it can run the hoop with a jump shot over Blue.



Blocking

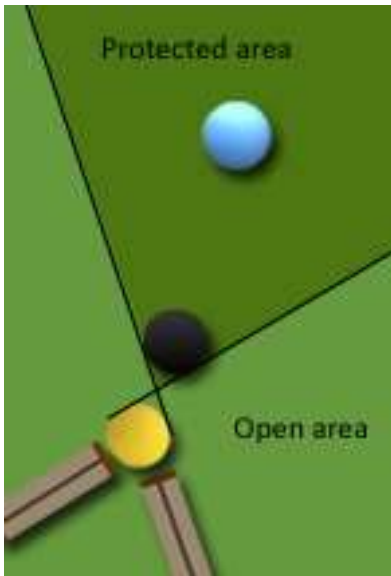


Figure 5

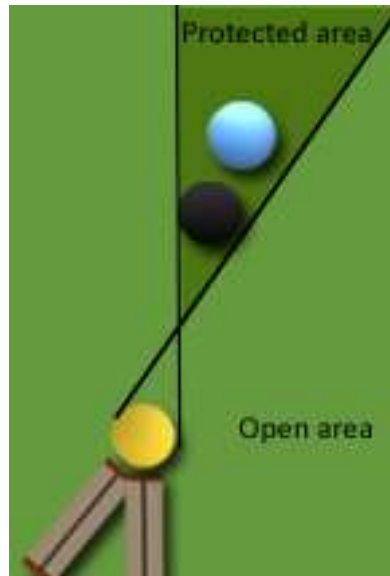


Figure 6

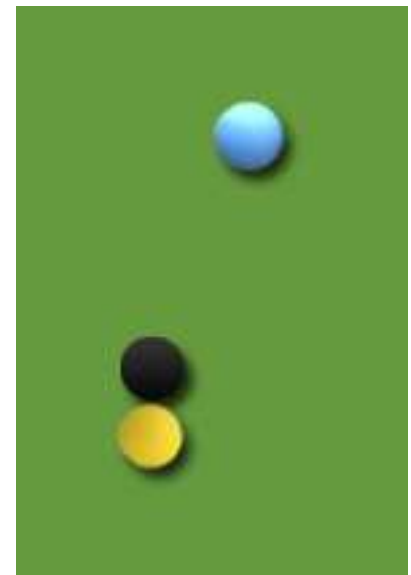


Figure 7

It is often desirable to block the opponent's ball from having a clear shot at their target. In figures 5, 6 and 7, Black is blocking Yellow (next ball to be played) from being able to hit Blue. When Black is played closer to Yellow (figure 5), the protected area is made wider than in figure 6, where Black is placed closer to Blue. By cannoning Black onto Blue, Yellow may still be able to clear Blue but this becomes less likely with greater distances between the three balls.

Placing Black in contact or very close to Yellow (figure 7) may give Yellow no chance at all of clearing Blue. See also; 'Double Taps and Crushes' in the Single Ball Strokes module.

When the opponent's ball is in a hoop running position

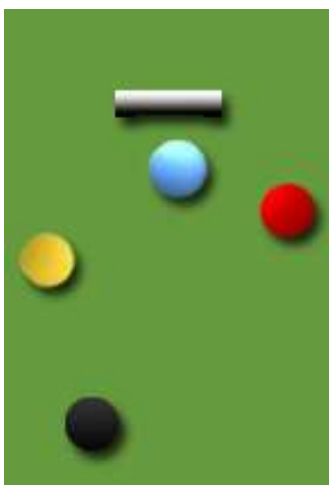


Figure 8

Red should clear Black well away with a stop shot, leaving Yellow to clear Blue. With a stop shot, Red may stop in hoop running position.



Figure 9

Black is well away. Red may play into a hoop running position ready to run the hoop after Yellow has cleared Blue.