



MODULE TGfU

TEACHING GAMES FOR UNDERSTANDING (TGfU)



GOLF CROQUET

Aim:

A short version of croquet which focuses on single-ball strokes, improving shooting accuracy and line and length judgement.

Introduction:

Golf croquet is a popular variation of the game of croquet which has led the revival of croquet in many clubs. This game involves only single-ball strokes, and each player only plays one stroke in each turn. As in Association Croquet, Golf Croquet pits Blue and Black against Red and Yellow, in a game of doubles or singles.

In Golf Croquet, players play alternate turns in the order – Blue, Red, Black and Yellow. The order of play through the hoops is the same, although the hoops are simply named by the order in which they are run (e.g. rover is called “hoop 12”).

The start of the game:

Play starts from within a yard of corner 4. All players compete for the first hoop. The first player to run hoop 1 wins that hoop and scores 1 point. All players then compete for the next hoop, following the usual course of hoops... Games are usually played as best of 7 (beginners) or 13 (normal game) or 19 points (longer form) - where the winning side is the side to make 4, 7 or 10 points, respectively). In the best of 7 version, the winning hoop is hoop 7 (1back), while in the best-of 13 game players turn to compete for hoop 3 after running hoop 12.

See the official Rules of Golf Croquet (WCF, 2013) for a more complete description.

Golf Croquet is a useful game for Association players learning single ball strokes. It encourages getting control of the lawns, accurate roquets on opponent balls, and hoop running.





ROQUET TENNIS

Aim:

A two player shoot-out for roquet practice.

Instructions:

From the East and West boundaries, opposing players shoot at a target in centre court - the centre peg, or preferably a third ball. (Any type of ball attached to a string which is pegged down saves having to retrieve balls).

The winner of a coin toss elects to serve or receive first. The 'server' has 4 roquet attempts at the target then the service is handed to the opposing player who then has 4 attempts.

Scoring is the same as in tennis – love, 15, 30, 40, game. (5 successful roquets wins a game) A set can be any number of games, either 'first to X' 'or best of X'

UNDER THIRTY

Note: This is a useful practice routine rather than a game.

Aim:

Work on control of single-ball strokes, hoop running, and an understanding that often there are better options than taking on a long or angled hoop!

Instructions:

This practice routine is played using only 1 ball. Start with the ball 6 inches in front of hoop 1. The aim is to run all the hoops in order and hit the peg in the least number of strokes. (Under 30 is good! – under 26 is superb!!)

Players should aim to improve on their own personal best score, though competition between players can provide useful motivation.

Under Thirty reinforces the hoop sequence for beginners as well as giving them practice at hoop running and learning to get the "feel" of a lawn.

ONE-BALL CROQUET

Aim:

For beginners, this game provides useful basic one-ball skills and encourages both accurate shooting and good control of strength of shots. They will also learn basic croquet shot techniques when making use of the opponent, and learn to control hoop shots.

For more advanced players, it provides useful practice for those situations where two players are left with only one ball and are endeavouring to finish the game. Usually one player will be disadvantaged by being several hoops behind an opponent. Both will have to make decisions about going for the next hoop in order, shooting at their opponent or taking position to threaten the opponent's likely moves.

A game can be completed in 15 to 30 minutes and is thus ideal for players with limited time.

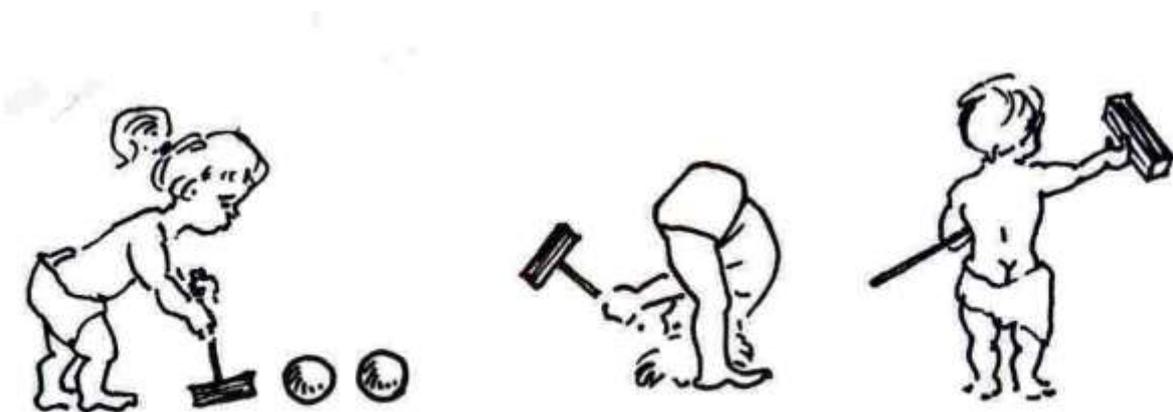
Rules:

Each player has one ball only and attempts to make hoops while preventing the opponent from doing so.

All normal rules of Association Croquet apply.

Variations:

1. Players may not take croquet until the first hoop has been run.





PIRATES

Aim: Pirates is an excellent game for practising hoop running and shooting. It is particularly popular with young players.

Rules:

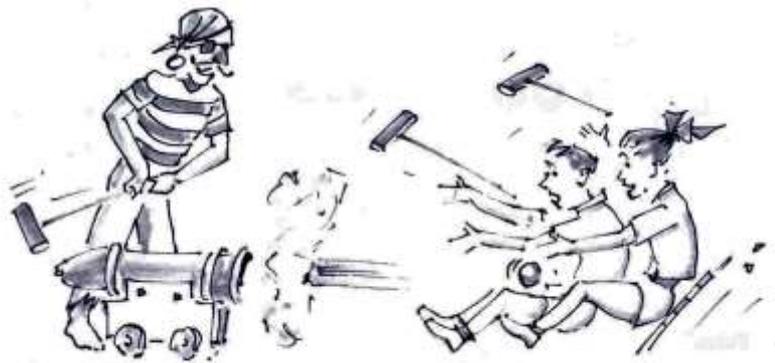
1. Each player uses one ball and up to eight people can play, each using one of the first or second colour balls.
2. Players aim at the peg from either baulk and the choice of starting positions is given to the player whose ball stops closest to the peg, the second closest getting second choice and so on. Once the starting order is determined, players start the game from either baulk-line, in the normal way.
3. The winner is the first player to score 19 points.
4. A point is scored when a hoop is run in any order. There is no extra stroke for running a hoop. *After running a hoop, the player is not permitted to immediately run the same hoop in the opposite direction.*

Variation: Award an extra stroke for running a hoop.

5. When a player hits another ball, they gain the points owned by that ball plus are awarded an extra stroke.
6. Once a ball has 10 points, those are banked and cannot be taken away. If a player hits a ball that has 0 or 10 points, they do not gain any points but still gain the extra stroke.

Variation: You can allow players to bank points in groups of 5 – hence they can bank at 5, 10 and 15 points.

7. Croquet is not taken following a hit - the ball is played from where it ends up (or from the yard line, if it went off court,) Another stroke is gained by hitting the same ball in the same turn only after all the other balls are hit first and a hoop is run before hitting it again.



SCARBOROUGH

Aim: To provide opportunities for players new to association croquet to play constructive breaks.

Introduction: The game of Scarborough is aimed at beginners who are familiar with single ball shots and are learning to play croquet strokes. It is also useful for those who have already played Golf Croquet and who are learning Association Croquet. It encourages the full range of shots and, after placing the spare ball at the start of each turn, the Laws of Association Croquet apply.

Ideally it is played by 3 people, but is possible with 4. Each player has one ball, and players take turns using the sequence: blue, red, black (and yellow, if there are 4 players). The main difference to Association Croquet is the presence of a spare ball in the game which can be placed freely at the start of each turn



If 3 people are playing, the spare ball is yellow. If there are 4 players, an alternative colour (green/brown/pink or white) has to be used.

How to play:

- At the start of each turn the player may place the spare ball anywhere on the court. Suggestions: Give yourself a rush to your hoop or, if you already have a ball you can easily roquet, place the spare ball at your hoop as a pioneer.
- The aim of Scarborough is to enable the new player to play turns involving several strokes, make hoops and think ahead to build breaks. Constructive tactics are strongly encouraged, and players are encouraged not to run away to the side line.
- With 4 players, there is a fifth ball in the game but this should not worry the beginner who will enjoy the use of the extra ball.
- Agree on conditions for when a game ends. An example is: The game ends when the first of these conditions is met:
 - Each player has had 10 turns, or
 - 30 minutes has passed, or
 - One player has pegged out.

The goal of Scarborough:

After a few weeks, all players will have gained confidence in rushing and playing positively. The quicker learners will be making breaks of several hoops and pegging out. They will now be ready for Association Croquet.



RICOCHET

- **Introduction:** Ricochet is a popular Australian game which has been used on Fun Days and to introduce golf croquet players to association croquet. It is a fun game in its own right, although of questionable use as a training tool for new Association Croquet players as it does not follow the Roquet – Croquet – Continuation sequence which is key to learning Association Croquet. Ricochet is played as singles or doubles (recommended for club fun days)

How to play:

- Hoops are made in order – hoop 1 to 12 (Rover) then onto the peg.
- A ricochet (hitting another ball with your ball) earns you two free strokes. No “croquet” stroke is taken, but the striker’s ball is played from where it lies.
- Running a hoop earns *one* continuation stroke.
- You are able to ricochet off each ball once between each hoop, per turn. After a ricochet has been made on a ball, that ball becomes a “dead” ball – running a hoop, or starting a new turn, makes all dead balls live again.
- Balls that have left the court are replaced on the yardline as near as possible to where they went off the lawn. If the striker’s ball leaves the lawn without having hit a live ball in the stroke the turn ends. However if it goes off the court as a consequence of hitting a live ball or running a hoop, it is lined in and play continues.

Key differences to Golf Croquet

- At the beginning of each turn the singles player or pair may choose to play either of their balls. They continue playing the same ball until the turn ends.
- Each ball must run its hoop in order before progressing to the next hoop.
- Having run a hoop you may choose to use your free shot/s to take position in front of your next hoop – there is no half-way rule in Ricochet
- When a ball leaves the court it is measured in onto the yardline.

Key differences to Association Croquet

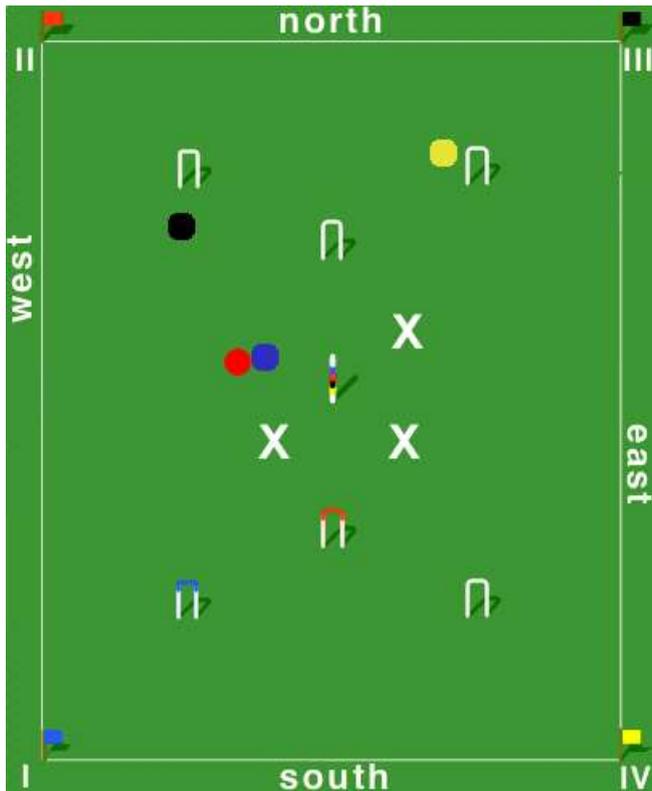
- After hitting another ball, croquet is not taken – the next stroke is played from where the striker’s ball has come to rest.
- The free strokes earned are continuation strokes.

Playing objective

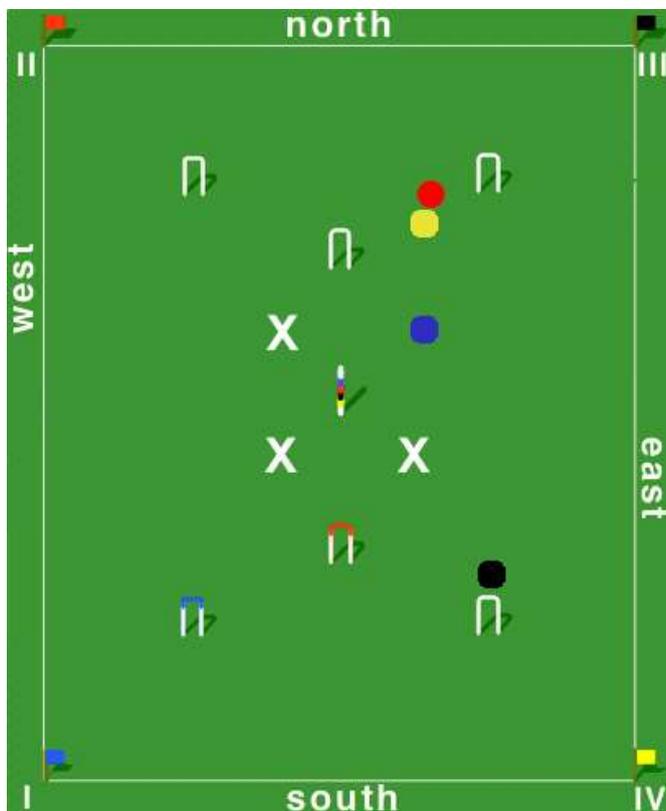
- The object is to make as many points (hoops) as possible. As in Association Croquet, it is possible to make a break. Breaks are made by using the first free stroke to take position at a hoop, and the second one to run the hoop.

Speed start

- The start position for each ball is one yard in front of hoop one.



Red takes off from Blue to Black for Hoop 2



Red has made Hoop 3 and is about to croquet Yellow to Hoop 5 while going to the pivot (Blue)

The player then does a take-off to the pioneer. If the pivot is not in the 'X' position, then a different croquet shot may be needed. ('X' is in the correct position for placing a pioneer at Hoop 4 after making Hoop 2.)

The player of Red and Yellow keeps going until all 'Lives' have been used, and then puts the Red clip on the next hoop.

The balls are then re-arranged with Red and Yellow becoming the pivot and pioneer balls. Black and Blue are set up with a dolly rush to Hoop 1. They have to go as far as they can with their 'Lives' (if they have any). More senior players are unlikely to need 'Lives'.

In the next turn, after Blue and Black have finished, Yellow and Red again have the innings. But this time, Yellow is set up with the dolly rush on Red. They cannot play Red. The other balls are set out as in the first diagram (previous page).

Again the player goes as far as possible with his 'Lives' - which are the same for each turn. The aim is to improve the number of hoops made in each break. No short cuts are allowed. The pivot ball must be used each time and the player must try to move the pivot ball to the next X position to keep the croquet shot after each hoop on the rush line and load the next hoop but one with the pioneer.

(See the Fulford and Brereton video - Tactics 1 and 2).

To reinforce the use of the pivot positions, markers (jar lids, flags, pegs) can be used to identify them.

