

BURY CROQUET CLUB

INTERNAL COMPETITIONS 2024

The competitions will be managed by Barbara Duncan, Gail Burnett and Elaine Bretherton. When you have a result, please fill it in on the clubhouse list at CP or WP and also inform Barbara Duncan of the result, preferably by email to **barbaraduncan27@outlook.com**, or alternatively by a text to **07729 248689**. This will enable me to keep track and also keep the website up-to-date.

Both CP and WP will be at your disposal to play your matches. When arranging your matches, either email or ring your fellow competitors to sort out and mutually agree a date, time & venue to play your match. Contact Details can be found on the Member's web pages or from Gail's distributed contacts list. If you are contacted **please** respond back with an acknowledgement to save confusion.

Use Team Up for bookings. Check for lawn availability then add your fixture to it. Please ensure you put both players' names on the Team-Up entry.

New members if you don't know how to do this please let me know and I will send you instructions.

GC Handicap and GC +8 comps will continue to use the new 'Advantage' method of scoring. Please use the revised chart attached, to work out how many pegs you both require. See Appendix A.

Please endeavour to play your matches by the end of their allotted months, however matches due to be played in May must be completed no later than the last day of June. Matches due to be completed in June, July and August, must be played no later than late start, matches due to be completed within the first two weeks of the following month. Any further extension of time will not be allowed. If you have a problem please let me know.

A reminder if playing at CP, please ensure that the barrier is locked if you are the last ones to leave CP.

Competition Formats:

1) AC Short Lawn Full Bisque

Duration 1hr 30 mins - Use your short lawn h/p

Full Bisque - Each player gets bisques associated with their h/p.

2) AC Handicap Full Lawn Base 8

Duration 3hrs - Apply Base 8

Base 8 - If both players have h/p above 8 use the difference between 8 and the handicap.

If one or both players have h/p 8 or below use difference between both handicaps.

3) AC Full Lawn Advanced

No handicap difference

4) GC Level Play

Best of 3 games, no handicaps involved

5) GC Golf 8+ (Handicap 8 or above)

Best of 3 Games, Use the 'Advantage' method of scoring

6) GC Golf Handicap (Open)

Best of 3 Games, Use the 'Advantage' method of scoring

7) Level Play Doubles

Best of 3 games, no handicaps involved

8) One Ball

Malcolm Daines has kindly offered to run this discipline, please see Malcolm's Rules of Play sheet attached as Appendix B.

9) Boules – The Boules Court is at WP.

Best of 3 games, first to 13 points in each game. Ensure you have something to record the scores on after each round. See Appendix C.

Finally, Good Luck to you all and **ENJOY PLAYING CROQUET**

Regards

Barbara Duncan

Mobile: 07729 248689

Appendix A - Advantage Golf Starting Clips - 2024

Player Start Score from Handicaps	No. of Clips / Pegs players start with	Notes
2	5	Please keep pegs visible on your outer clothing at all times.
1	6	
0	7	If you win a hoop place your clip on the top (primary colours) or upright (secondary)
-1	8	
-2	9	When you run out of clips / pegs you have scored 7 hoops and won the game
-3	10	
-4	11	

Appendix B - One Ball Rules 2024

Novices / beginners of Golf and or Association Croquet are welcome as this game has aspects of Golf & Assoc'n in it.

Check your One Ball Handicap & *** Bisques Applicable

The Laws / Rules of the Game / Match

- 1) Played on a half (short) lawn.
- 2) Singles - one ball each.
- 3) Blue plays against red, black against yellow, green v pink & brown v white.
- 4) Coin toss for choice of start or colour of ball. Start from A or B baulk.
- 5) Association Full Lawn Laws 7th Edition 2021 & Appendix 5
- 6) First to 13 points i.e. 12 hoops and peg.
- 7) If score tied after 45 minutes continue until either side scores the winning hoop point.
- 8) If your Golf OR Association handicap changes during the season then recalculate your ONE BALL (OB) handicap and use thereafter.

EACH PLAYER'S ONE BALL (OB) HANDICAP is calculated as:

Association Full Lawn Handicap

max 24

AC
Z
20

Golf Handicap

max 16

Multiply Golf Handicap by 2 ½

Maximum of

Their **One Ball HANDICAP** is the LOWEST of **AC** or **Z** or **20**

* Players with an OB handicap of 1½ or less See appendix 5.4

BISQUES for the higher (OB) handicap player is calculated as:

The OB handicap of the **higher** player is

H
L
D
3
w
x

The OB handicap of the **lower** player is

Difference (H - L)

Divide the difference D by 3

The resulting whole number is:

*** IF the remainder is **1/3rd** or **2/3rds** - **ADD 1/2 bisque**) (modified from previous years)

BISQUES for the **HIGHER** handicap player is

w + x

BISQUES for the **LOWER** handicap player is **NONE**

NONE

Reminders

1) **WIRED / LIFT** only applies if your opponent is responsible for the position of your ball AND ANY PART of your ball is obstructed from hitting ANY part of your opponent's ball.

2) With a **half bisque**, a hoop point **cannot** be scored.

NB Any other club / local / Federation / National Competition will have different rules

Result recording - by the winner

- Enter result on sheets at Whitehead Park or Coronation Park.
- Send result by email to barbaraduncan27@outlook.com & malcolm.croquet@virgin.net
- Immediately contact your NEXT opponent(s) and arrange your next match.

Appendix C - Boules Rules 2024

Preparation

- Each player selects and plays with 2 boules with the same Groove Pattern to distinguish them from the other player's boules.
- Toss a coin to see which player goes first.
- The starting locations are indicated by yellow plastic circles which must be positioned at least two feet from any obstacles.
- All boules must be thrown from within the starting circle with both feet on the ground and the player must remain inside the circle until the boule has landed.

Play

- The player that wins the coin toss chooses their starting location and stands with both feet inside the circle and throws the jack. The jack can be thrown in any direction but must land within the court and two feet from any obstacle.
- The player attempts to throw their first boule so that it lands as close as possible to the jack. It is okay to hit the jack.
- The opponent then steps into the circle and attempts to land their first boule closer to the jack, even if it means knocking their opponent's boule out of the way. The boule closest to the jack leads or is said to be "holding the point."
- Play continues with alternate players throwing their remaining boules in turn. When all the boules have been thrown, the points are counted.

Scoring

- The player who has their boule closest to the jack wins the round. In addition, they also receive a point for each of their boules that is closer to the jack than their opponent's closest boule. Only one player scores points during a round.

Further Rounds

- Once the points are counted, the next round begins. The winner of the previous round stands within the opposite starting circle and throws the jack from the new starting circle and then throws out their first boule. Play then continues as above.

Winning

- The winner is determined by playing the best of 3 games. The first player to earn a total of 13 points wins each game. The overall winner is the first player to earn a total of 26 points.