

**Nailsea and District Croquet Club Handbook
Club Competitions**

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Welcome to the world of Nailsea Club Competitions

Friendly, competitive play is an excellent way of building skills and confidence and at Nailsea we run a range of competitions which aim to give every member the opportunity to participate.

Some competitions run throughout the playing season, others are run 'on the day'. A small entrance fee is charged for the competitions which covers the cost of engraving the trophies and a bit of admin.

Strictly club competitions

Early each year, all members will receive the competitions newsletter - usually by email, but a hard copy will be available in the club house.

This includes an entry form for the 'through the season' competitions which must be returned by the stated date and time to ensure entry into your chosen competitions. The newsletter may include the dates of the 'on the day' competitions but entries do not open for these until a couple of weeks beforehand - all members will be notified by email.

Then we have Mad Mondays and Wild Wednesdays. These are for Golf Croquet and Association Croquet respectively and usually run on the third Monday and first Wednesday of each month.

Mad Monday entries open a couple of weeks in advance of each day but for Wild Wednesday you just arrive by the stated time to be entered in the draw.

From time to time we run 'ladder' competitions - details of these will be circulated to all members.

If you enter a competition please make every effort to play - withdrawal for any reason makes it really difficult to calculate results accurately and fairly - if it's not for a good reason it justifiably causes annoyance amongst others.

Not strictly club competitions - but important nevertheless

1. All England Qualifiers

We hold qualifying rounds for the following Croquet Association competitions - further information may be found in the CA Fixtures Book which is available to all CA members early in the year.

- All England AC Qualifier
- All England GC Qualifier
- All England GC Grass Roots

2. Charity 1 ball

Early in the season we hold the club heat for this national competition which is held in aid of a different charity each year.

Club winners qualify for regional / national finals but you can usually pay to enter at these levels even if you haven't qualified.

It's a relaxed start to the year - fancy dress in the colour of the day is encouraged and details will be given at the time.

3. Nailsea Novices

This is an inter-club competition run when there appears to be sufficient interest. It is for new players with high handicaps.

4. OBE

A 10-shot-at-a-time version of AC - it has to be played to be believed! We have got into the habit of challenging other clubs to join in: but you have to be 79 or older ...

5. Club afternoons

These are held each week: Monday for GC and Wednesday for AC

Turn up before 2.00 to be entered into the draw for the afternoon's games - there is no charge for these sessions.

There is often an element of 'coaching' and support on these afternoons. They are an opportunity to try out more daring strokes and strategies, but they are played according to the rules and laws of the games.

Details of all these events are set out in this document but do contact the Competitions Secretary if you have any queries.

So now you know! Enjoy your competitions.

Golf Croquet: Summary and Standard Conditions

GC Competitions Summary
Buchanan Cup
Doubles Handicap
Ladder
Mad Monday
Sergeant Cup
Singles Handicap
Singles Level
All England Qualifier
All England Grass Roots

GC Standard conditions	
Time limits	<ul style="list-style-type: none"> • These are stated for each competition and are default times • Other time limits (or no time limit) may be agreed but if agreement cannot be reached, the default must be used • Newer or less confident players should not let themselves be 'persuaded' to play to a time limit they are not happy with
When time is called	<ul style="list-style-type: none"> • When time is called, play will continue with 2 additional strokes per ball in order. No remaining extra turns may be used during this period
Draw	<ul style="list-style-type: none"> • A draw is never acceptable so if the scores are level once the additional strokes have been taken, play continues until the next hoop is scored (Golden Hoop). • Any remaining extra turns may be used now
Calculating extra turns	<ul style="list-style-type: none"> • In handicap games the player with the higher handicap is awarded extra turns to the value of the difference between the handicaps <ul style="list-style-type: none"> ○ E.g. <ul style="list-style-type: none"> ▪ Player 1 - handicap 3 ▪ Player 2 - handicap 8 ▪ Player 2 is awarded $(8-3) = 5$ extra turns
Calculating extra turns in doubles games	<ul style="list-style-type: none"> • Compare the handicaps of the higher handicap player in each side as above but halve the number of extra turns allowed. • Then compare the handicaps of the lower handicap player in each side and do the same.
Who starts the next game in best of 3?	<ul style="list-style-type: none"> • The player who loses the first or previous game starts the second or subsequent game. • They may play either of their balls first and the sequence of play continues from there. • Players retain the same colour balls throughout the set.
A copy of the GC Rules is available in the club house and should be consulted if necessary.	

They are also available on the CA website.

Buchanan Cup

Suitable for	<ul style="list-style-type: none"> • Any member with a GC handicap • Try teaming up with someone with a very different handicap and see how you get on!
Handicap range	<ul style="list-style-type: none"> • Any
Format	<ul style="list-style-type: none"> • Handicap doubles
Default time	<ul style="list-style-type: none"> • Best of 3 x 1 hour games
Lawn size	<ul style="list-style-type: none"> • Large
Points	<ul style="list-style-type: none"> • First to score 7 hoops
General	<ul style="list-style-type: none"> • Through the season competition - enter at the beginning of the year • You must play with the same partner throughout the competition <ul style="list-style-type: none"> ○ No substitutions are allowed

Doubles Handicap

Suitable for	<ul style="list-style-type: none"> • Any member with a GC handicap • Particularly good for less experienced players and those wishing to encourage them
Handicap range	<ul style="list-style-type: none"> • Any • Each pair must include 1 player with a handicap of 8 or higher
Format	<ul style="list-style-type: none"> • Handicap doubles
Default time	<ul style="list-style-type: none"> • 1 hour
Lawn size	<ul style="list-style-type: none"> • Large
Points	<ul style="list-style-type: none"> • First to score 7 hoops
General	<ul style="list-style-type: none"> • This is an 'on the day' competition - look out for entry forms • Enter as a pair or on your own and we endeavor to team you up with an appropriate partner

Ladder

Suitable for	<ul style="list-style-type: none"> • Any member with a GC handicap
Handicap range	<ul style="list-style-type: none"> • Any
Format	<ul style="list-style-type: none"> • Handicap singles
Default time	<ul style="list-style-type: none"> • 1 hour
Lawn size	<ul style="list-style-type: none"> • Large
Points	<ul style="list-style-type: none"> • First to score 7 hoops
General	<ul style="list-style-type: none"> • This is an occasional competition • Following its re-introduction in 2016 we are reviewing the rules we play by and plan to play this again in 2018

Mad Monday

Suitable for	<ul style="list-style-type: none"> • Members who are either new GC players or wishing to develop confidence in a competitive atmosphere • GC players wishing to have a fun day
Handicap range	<ul style="list-style-type: none"> • 4 or higher on entry • If your handicap falls below 4 during the season, you remain eligible to play in line with standard competition practice • If your handicap rises to 4 or higher you become eligible to play in any remaining Mad Mondays
Format	<ul style="list-style-type: none"> • Handicap singles
Default time	<ul style="list-style-type: none"> • 1 hour
Lawn size	<ul style="list-style-type: none"> • Large
Points	<ul style="list-style-type: none"> • First to score 7 hoops • Golden Hoop must be played in the event of a draw at the end of time and extra turns
General	<ul style="list-style-type: none"> • This competition runs through the season and is normally held on the third Monday of each month - details are in the Club Calendar • Notification that entries are open will be sent round a week or so before each day's competition • Entry will be limited to 20 people on each day <ul style="list-style-type: none"> ○ If you prefer to play for half a day, your place may be shared with one other person • You can play on as many or few days as you choose • You must play at least 10 games over the course of the competition for your results to signify in the competition • There will normally be 3 games in the morning and two in the afternoon • All results must be entered onto your handicap card • There will be two series winners <ul style="list-style-type: none"> ○ The player with the best ratio of wins to games played with handicap of 8 or lower ○ The player with the best ratio of wins to games played with handicap of 9 or higher • Any tie for first place will be sorted by a suitable play-off between the players involved

Sergeant Cup

Suitable for	<ul style="list-style-type: none">• Any member with a GC handicap
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Handicap singles
Default time	<ul style="list-style-type: none">• Best of 3 x 1 hour games
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• First to score 7 hoops
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year• This is played as a knock-out competition<ul style="list-style-type: none">○ you have two chances to remain in the running!

Singles Handicap

Suitable for	<ul style="list-style-type: none">• Any member with a GC handicap
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Handicap singles
Default time	<ul style="list-style-type: none">• 1 hour
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• First to score 7 hoops
General	<ul style="list-style-type: none">• This is an 'on the day' competition - look out for entry forms

Singles Level Play

Suitable for	<ul style="list-style-type: none">• Any member with a GC handicap
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Singles Level play• Entries will be grouped into higher and lower divisions so you should be playing against others of a broadly similar ability<ul style="list-style-type: none">○ But health warning: how well this works out depends on the number and range of entries• There will be prizes for the winner and runner up in each division
Default time	<ul style="list-style-type: none">• 1 hour
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• First to score 7 hoops
General	<ul style="list-style-type: none">• This is an 'on the day' competition - look out for entry forms

All England Qualifiers

Conditions and fees are set by the CA so please read the Fixtures Book which is usually published in February each year, for further information about the

- All England GC
- Grass Roots

These are stand-alone heats and do not relate to any of our competitions.

Association Croquet: Summary and Standard Conditions

AC Competitions Summary

1 Ball Advanced

1 Ball Handicap

18 point

Alternate Strokes Doubles

B Class Advanced

Beginners

Enginuity

High Bisquers

Ladder

Ladies

Level Play C Class

Open Advanced

Open Advanced: handicap

Open Singles

Over 50s

Short Croquet

Speed Croquet

Unequal Bisques D Class

All England Qualifier

AC Standard conditions

Time limits

- These are stated for each competition and are default times
- Other time limits (or no time limit) may be agreed but if agreement cannot be reached, the default must be used
- Newer or less confident players should not let themselves be ‘persuaded’ to play to a time limit they are not happy with

When time is called

- When the timer goes, the player on the lawn completes their turn.
- When they have finished their turn (and do not peg out) their opponent has one more turn on the lawn.
 - Once the timer goes, neither player may use any remaining bisques.
- If the scores are equal following the final turn, play continues in the usual way until the next hoop is scored
 - Play stops immediately at this point
 - Any remaining bisques may be used in these additional turns

Draw

- A draw is never acceptable in club competitions

- Actually it is allowed in speed croquet! But that's all

Calculating bisques

- In handicap games the player with the higher handicap is awarded bisques to the value of the difference between the handicaps
 - E.g.
 - Player 1 - handicap 10
 - Player 2 - handicap 16
 - Player 2 is awarded $(16 - 10) = 6$ bisques
- But remember that this formula is true only for 26 point games played on large lawns
- Conversion tables for other formats may be found in the AC rules book which must be consulted before play commences
- Wild Wednesday bisques are calculated differently - please see Wild Wednesday notes later

Calculating bisques in doubles games

- Halve the combined handicaps of the players on each side
- Calculate bisques as above
- The bisques may be used by either player

Calculating handicaps and bisques in 1 ball

- See relevant section

Who starts the next game in best of 3?

- The right of choice (to play first / second or choice of balls) alternates after the first game.

A copy of the AC Laws is available in the club house and should be consulted if necessary.
They are also available on the CA website.

One Ball Advanced

Suitable for	<ul style="list-style-type: none"> Any club member with an AC handicap who knows the Advanced rules
Handicap range	<ul style="list-style-type: none"> Any
Format	<ul style="list-style-type: none"> Singles Level play to Advanced rules Each player has only one ball As long it doesn't interfere with their opponent's play, each player may follow their ball around the lawn (as in GC)
Default time	<ul style="list-style-type: none"> 45 mins
Lawn size	<ul style="list-style-type: none"> Large
Points	<ul style="list-style-type: none"> 13
General	<ul style="list-style-type: none"> This is an 'on the day' competition - look out for entry forms

One ball handicap

Suitable for	<ul style="list-style-type: none"> Any club member with an AC handicap 										
Handicap range	<ul style="list-style-type: none"> Any 										
Format	<ul style="list-style-type: none"> Singles handicap Each player has only one ball As long it doesn't interfere with their opponent's play, each player may follow their ball around the lawn (as in GC) 										
Default time	<ul style="list-style-type: none"> 45 mins 										
Lawn size	<ul style="list-style-type: none"> Large 										
Points	<ul style="list-style-type: none"> 13 										
General	<ul style="list-style-type: none"> This is an 'on the day' competition - look out for entry forms 										
Calculating handicaps and bisques	<ul style="list-style-type: none"> A player's One Ball handicap will be the lowest of <ul style="list-style-type: none"> Their AC handicap 2,5 x their GC handicap 20 AC players with a handicap of 2 or less <table border="1" data-bbox="418 1360 1422 1556"> <tr> <td>1.5 becomes 1</td> <td>1 becomes 0</td> </tr> <tr> <td>0.5 becomes -1</td> <td>0 becomes -2</td> </tr> <tr> <td>-0.5 becomes -3</td> <td>-1 becomes -4</td> </tr> <tr> <td>-1.5 becomes -5</td> <td>-2 becomes -6</td> </tr> <tr> <td>-2.5 becomes -7</td> <td>-3 becomes -8</td> </tr> </table> GC players with minus handicaps <ul style="list-style-type: none"> No adjustment is made - their minus handicap is used in the calculation Once the handicaps and difference between opponents have been calculated, bisques are allocated on the basis of one third of the full allowance rounded to the nearest half bisque 	1.5 becomes 1	1 becomes 0	0.5 becomes -1	0 becomes -2	-0.5 becomes -3	-1 becomes -4	-1.5 becomes -5	-2 becomes -6	-2.5 becomes -7	-3 becomes -8
1.5 becomes 1	1 becomes 0										
0.5 becomes -1	0 becomes -2										
-0.5 becomes -3	-1 becomes -4										
-1.5 becomes -5	-2 becomes -6										
-2.5 becomes -7	-3 becomes -8										

18 point

Suitable for	<ul style="list-style-type: none"> Any club member with and AC handicap
Handicap range	<ul style="list-style-type: none"> Any
Format	<ul style="list-style-type: none"> Singles handicap
Default time	<ul style="list-style-type: none"> 2 hours
Lawn size	<ul style="list-style-type: none"> Large
Points	<ul style="list-style-type: none"> 18
General	<ul style="list-style-type: none"> Through the season competition - enter at the beginning of the year There are 3 ways of starting this game <ul style="list-style-type: none"> All balls start on hoop 5 and run the remaining hoops as usual All balls start on hoop 1 but when the first of your balls runs hoop 1, you move the clip for your second ball to hoop 3 back and play continues as usual from then. Each player can decide which version to play - you do not need to play the same version but clips must be placed on the appropriate hoop before play commences

Alternate Strokes Doubles

Suitable for	<ul style="list-style-type: none"> Any club member with an AC handicap <ul style="list-style-type: none"> And who can play co-operatively with their partner! So good for less experienced players and those who want to support them
Handicap range	<ul style="list-style-type: none"> But one player in each pair must have a handicap of 16 or higher
Format	<ul style="list-style-type: none"> Doubles handicap
Default time	<ul style="list-style-type: none"> 2 hours
Lawn size	<ul style="list-style-type: none"> Large
Points	<ul style="list-style-type: none"> This is played as an 18 point game - both balls start at hoop 5
General	<ul style="list-style-type: none"> This is an 'on the day' competition - look out for entry forms Bisques will be calculated from base 12 then adjusted for 18 point game <ul style="list-style-type: none"> Expect both sides to have bisques Partners must take turns to take the stroke both within their turns and when going on the lawn following their opponents If a bisque is used after player A's stroke, player B takes the next stroke The opposing side must forestall play if they see the wrong player is about to take or has just taken the stroke If the error is discovered before the offending side has played 2 further strokes, the error is rectified and the correct player takes the stroke - any bisques used or points scored are restored / cancelled If the error is discovered after this, play continues as though the error had not been committed

Beginners

Suitable for	<ul style="list-style-type: none">• Club members who have undertaken the Beginners' course that year
Handicap range	<ul style="list-style-type: none">• Entry will be by invitation
Format	<ul style="list-style-type: none">• Each player receives 10 bisques<ul style="list-style-type: none">◦ Experienced players will support each game to ensure some semblance of order!
Default time	<ul style="list-style-type: none">• 1 hour 30 mins
Lawn size	<ul style="list-style-type: none">• Small
Points	<ul style="list-style-type: none">• 14

B Class Advanced

Suitable for	<ul style="list-style-type: none">• Eligible club members
Handicap range	<ul style="list-style-type: none">• 0 - 8 inclusive on entry
Format	<ul style="list-style-type: none">• Advanced play singles
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year

Enginuity

Suitable for	<ul style="list-style-type: none">• Eligible club members
Handicap range	<ul style="list-style-type: none">• 4 to 12 inclusive on entry
Format	<ul style="list-style-type: none">• Advanced play singles
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year

High bisquers

Suitable for	<ul style="list-style-type: none">• Any club member who has been playing for no more than 3 seasons<ul style="list-style-type: none">◦ This includes the year they did the Beginners' course
Handicap range	<ul style="list-style-type: none">• 18 or higher• Bisques calculated to Base 13.5 then adjusted for 14 point game
Format	<ul style="list-style-type: none">• Handicap singles
Default time	<ul style="list-style-type: none">• 1 hour 30 mins
Lawn size	<ul style="list-style-type: none">• Small
Points	<ul style="list-style-type: none">• 14
General	<ul style="list-style-type: none">• This is an 'on the day' competition - look out for entry forms

Ladder

Suitable for	<ul style="list-style-type: none">• Any member with an AC handicap
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Handicap singles
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• This is an occasional competition• Following its re-introduction in 2016 we are reviewing the rules we played by• We are not planning to run this in 2017• We will re-issue rules for 2018

Ladies

Suitable for	<ul style="list-style-type: none">• Eligible club members
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Handicap singles
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year

Level play: C class

Suitable for	<ul style="list-style-type: none">• Eligible club members
Handicap range	<ul style="list-style-type: none">• 9 - 15 inclusive
Format	<ul style="list-style-type: none">• Level play singles - no bisques
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year

Open advanced

Suitable for	<ul style="list-style-type: none">• Any club member at least reasonably confident with Advanced play
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Advanced play singles
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year

Advanced - handicap

Suitable for	<ul style="list-style-type: none">• Eligible club members who know the rules of advanced play
Handicap range	<ul style="list-style-type: none">• 14 or lower
Format	<ul style="list-style-type: none">• Advanced singles - but played with bisques<ul style="list-style-type: none">◦ Bisques calculated according to normal handicap rules
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year

Open singles

Suitable for	<ul style="list-style-type: none">• Any club member
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Handicap singles
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year• This is a knock out competition - everyone starts with 2 lives<ul style="list-style-type: none">◦ after that it's up to you

Over 50s

Suitable for	<ul style="list-style-type: none">• Any eligible club member
Handicap range	<ul style="list-style-type: none">• Any
Format	<ul style="list-style-type: none">• Handicap singles
Default time	<ul style="list-style-type: none">• 3 hours 30 mins
Lawn size	<ul style="list-style-type: none">• Large
Points	<ul style="list-style-type: none">• 26
General	<ul style="list-style-type: none">• Through the season competition - enter at the beginning of the year

Short Croquet

Suitable for	<ul style="list-style-type: none"> Any member with an AC handicap
Handicap range	<ul style="list-style-type: none"> Handicaps are calculated specifically for this version of the game so do make sure you have had yours adjusted and that you use the short croquet card to record results This is a full handicap game which means you can expect both players to have bisques
Format	<ul style="list-style-type: none"> Handicap singles
Default time	<ul style="list-style-type: none"> 1 hour 15 mins
Lawn size	<ul style="list-style-type: none"> Small
Points	<ul style="list-style-type: none"> 14
General	<ul style="list-style-type: none"> This is an 'on the day' competition - look out for entry forms There is an additional wiring lift: <ul style="list-style-type: none"> A lift may be claimed when your opponent is responsible for wiring the ball you wish to play from your partner ball

Speed croquet

Suitable for	<ul style="list-style-type: none"> Any member with an AC handicap If you have less experience you need to be able to do what your partner tells you to without quibble!
Handicap range	<ul style="list-style-type: none"> Any This is a full handicap game which means you can expect both sides to have bisques Really low handicaps may have to undertake mandatory peels A maximum of 2 non-mandatory peels may be made on partner ball
Format	<ul style="list-style-type: none"> Handicap doubles
Time limit	<ul style="list-style-type: none"> 25 minutes each side
Lawn size	<ul style="list-style-type: none"> Small
Points	<ul style="list-style-type: none"> 14
General	<ul style="list-style-type: none"> This is an 'on the day' competition - look out for entry forms A fun day which tests your ability for team work and having fun!
Role of time keepers	<ul style="list-style-type: none"> Timer switches are colour coded in line with the balls in play Both clocks are set to 12.00 and there is a coloured sticker at 25 mins The timer for the playing team starts as the first shot is taken It is stopped when both players have quit the lawn, having replaced balls and clips and the clock for the opposing side starts Should the opposing team enter the lawn before this has happened, then the clock is started for their colours and the other team's clock is stopped Should the opposing team not enter the lawn even tho' their opponents have exited, ascertain if this is because the balls / clips

	<p>have not been replaced - if so, the clock keeps ticking for their opponents</p> <ul style="list-style-type: none"> • When the timer goes, the striker has one more shot which must be taken within 10 seconds • If one team's time has run out first, the game continues until the second team's time runs out (or the game is pegged out) • If the first team goes back on the lawn during this time, they may take one shot only (not a croquet stroke), and this must be taken within 10 seconds - the timer is responsible for counting this time • The timekeeper must make no comment to either team about the game, misplaced balls / clips etc but may answer questions of fact if asked • The timekeeper is responsible for taking down bisques when requested to do so • Timers may be stopped if a referee is required
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Unequal Bisques D class

Suitable for	<ul style="list-style-type: none"> • More experienced club members
Handicap range	<ul style="list-style-type: none"> • 16 or higher on entry <ul style="list-style-type: none"> ○ Must never have had a handicap lower than 16 • Bisques are calculated to base 14
Format	<ul style="list-style-type: none"> • Singles handicap
Default time	<ul style="list-style-type: none"> • 3 hours 30 mins
Lawn size	<ul style="list-style-type: none"> • Large
Points	<ul style="list-style-type: none"> • 26
General	<ul style="list-style-type: none"> • Through the season competition - enter at the beginning of the year

Wild Wednesday

Suitable for	<ul style="list-style-type: none"> Any club member with an AC handicap who can play a competitive game with reasonable despatch
Handicap range	<ul style="list-style-type: none"> Any
Format	<ul style="list-style-type: none"> Handicap singles <ul style="list-style-type: none"> This competition has its own way of calculating bisques so listen carefully to instructions on the day Depending on entries, doubles or 3-way games will be played <ul style="list-style-type: none"> Scores will be taken into account when compiling the results
Time limit	<ul style="list-style-type: none"> 1 hour 45 mins
Lawn size	<ul style="list-style-type: none"> Large
Points	<ul style="list-style-type: none"> 18 points - starting both balls on hoop 5
Bisques	<ul style="list-style-type: none"> This competition runs its own system - you will be notified of yours
General	<ul style="list-style-type: none"> This competition is run through the season and is normally played on the first Wednesday of each month - the dates will be in the Club Calendar Turn up at the club house by 10.15 on the day to be entered into the draw - play will begin promptly at 10.30 You will play 1 game in the morning, 2 in the afternoon Players accumulate points according to a special scoring system <ul style="list-style-type: none"> Each month the player with the most points wins the monthly trophy - which must be returned the following month The overall winner is determined at the end of the season and will be the player with the highest aggregate score taken from their four highest monthly scores over the season

All England Qualifiers

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| <ul style="list-style-type: none"> Conditions and fees are set by the CA so please read the Fixtures Book which is usually published in February each year. These are stand-alone heats and do not relate to any of our competitions. |
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Just for fun: 10 Shot Game

Suitable for	<ul style="list-style-type: none"> • Any member with an AC handicap
Handicap range	<ul style="list-style-type: none"> • Any
Format	<ul style="list-style-type: none"> • Singles level play
Default time	<ul style="list-style-type: none"> • 1 hour
Lawn size	<ul style="list-style-type: none"> • Large
Points	<ul style="list-style-type: none"> • 14
General	<ul style="list-style-type: none"> • This is an occasional variant of the game and played as the OBE competition once a year - see page 3 • The aim of this variation is to provide a more flexible format which keeps both players involved for more of the game. • The fundamental change is to add two laws to the game. <ul style="list-style-type: none"> ○ No turn shall consist of more than 10 shots or less than 2. You leave the lawn as usual when you break down or have taken 10 shots. ○ If the first shot does not make a roquet or run a hoop, the second is played from where it stops - it is not put on the yard line as normally happens. ○ In every other situation the rules are those of existing Association Croquet Laws. • Play actually finishes as soon as both players have the same number of completed turns. <ul style="list-style-type: none"> ○ This may mean that the player who started second has one more turn after the time has been called. • Since counting shots is not a familiar practice, when playing it is suggested that you count the number of the shot out loud as you take it and the non-player makes the effort to count as well.

Just for fun: Pirates

Suitable for	<ul style="list-style-type: none"> • Any member whether they play AC or GC
Handicap range	<ul style="list-style-type: none"> • Any
Format	<ul style="list-style-type: none"> • Singles
Default time	<ul style="list-style-type: none"> • 45 mins
Lawn size	<ul style="list-style-type: none"> • Large
Points	<ul style="list-style-type: none"> • That's not an easy question - see below
General	<ul style="list-style-type: none"> • We play this for fun at various times of the year • This is a one-ball game for up to 8 players • Order of play is determined by the colour of the balls - as in GC - primaries first • Starting from anywhere on any yard line, each player in turn strikes their ball onto the lawn • It helps maintain the pace if players remain by their balls while not causing any obstruction to any other players • The object of the game is to run as many hoops as possible, in any order and from any direction, within the time limit of the game - 30 minutes • When the timer goes off, each player may have 2 more strokes in turn • There is only one stroke per turn (even when a hoop has been run) except when another ball is roqueted • In that instance, one further stroke may be taken - this will be from where the player's ball comes to rest • The same hoop may not be run more than once in consecutive turns, even if it is from the other direction • Any ball going off the lawn or beyond the boundary is replaced on the yard line <ul style="list-style-type: none"> ○ unless the player's ball finishes there and still has a shot to play • 1 point is scored for each hoop run <ul style="list-style-type: none"> ○ Once 10 points have been scored, these become your buried treasure and may not be taken away from you ○ Each subsequent batch of 10 points may be safely stashed away • When another ball is roqueted, the points accrued by the player of that ball are stolen by the player making the roquet, and added to theirs • Entries and scores should be recorded as per the sheet which may be found in the appendix

Appendix 1: Advice for new players

Competitions are an integral part of Nailsea and the wider croquet world. They provide an excellent opportunity to develop your skills and to get to know other players.

The range of competitions, Leagues and tournaments can seem overwhelming at first. Simply:

- Club competitions are for Nailsea members only and aim to provide something for everyone
- The South West Federation is a regional association of croquet clubs and runs a series of competitions throughout the season.
 - These are beyond the scope of this section of the handbook but look at the SWF website for more information, or ask around the club
- Tournaments are run by the CA and by clubs across the country - details may be found in the CA fixtures book.
 - This is fairly indecipherable to newcomers so do discuss with others

In terms of club competitions - do start entering these as soon as you can - they are a great way to feel a real part of things.

In particular look out for doubles competitions - team up with a more experienced player for support and encouragement:

- Buchanan Cup (GC)
- GC Doubles
- Alternate strokes (AC)
- Speed (AC but you might want to wait until you've been playing for a couple of years before you take part - come along and watch the fun!)

Singles competitions to enter in the early stages are:

- GC Singles
- Sergeant Cup (GC)
- 18 point (AC)
- High Bisquers
- Open Singles (AC)
- Over 50s (AC)

Remember you will be playing handicap games which means the number of bisques you will have will depend on your opponent's handicap

- You could be playing some fairly new players with handicaps similar to yours and may only therefore have a couple of bisques

Appendix 2: Warm Up Rules

These rules are aimed to keep what can be a thorny topic in perspective. The aim is to get our bodies warmed up and to get a feel for the lawn.

- Warm up is what we do before a competitive game
- Practice is something we do at other times

On the day competitions

- Provided they arrive in time to start play at the scheduled time all competitors will be allowed up to 10 minutes warm up at the beginning of the competition
- People having a bye in the first round will be allowed 10 minutes warm up immediately before they play - provided they arrive at least 10 minutes before their scheduled start time
- People having a bye during the day will be allowed 5 minutes warm up immediately before resuming play
- No form of practice or warm up will be allowed at other times during the competition

Semis and finals

- Players will be allowed 10 minutes warm up to take place immediately before the scheduled start of their game provided their lawn is free
- Players arriving later than 10 minutes prior to their game will forfeit the spent warm up time
- If one player has played a game during the day and is facing an opponent who has not been playing during the day, the opponent will be allowed 10 minutes warm up immediately before play commences
 - The previously playing opponent may have a couple of minutes orientation warm up if playing on a different lawn

Through the season competitive games

- If you are embarking on your second or subsequent game of the day with a different opponent, please ensure they are aware of this and that they have 10 minutes warm up
- You do not have any more warm up!

Appendix 3: Availability for semi-finals and finals

- Most club competitions play to semis and finals. These games are normally played over the semis and the finals weekends respectively
- Pretty well the only reason for not playing your games over those weekends is that you are playing for the club in a SWF League match or selection event or otherwise representing the club - usually at a higher level
- If you are not available for any other reason - another tournament, holiday, family event etc. your place in the semis/finals will be allocated to the next eligible player
- There is a bit of leeway for semi-final matches - if these cannot be played over the semi-finals weekend, and if all the players in a match and also the manager are in agreement, they may be played a few days either side of semis weekend. At all events, they must be played at least 7 days before finals weekend
- If you are uncertain about your availability please discuss with the competition manager at the earliest opportunity

Appendix 4: Competition Etiquette

At on the day competitions and throughout semis and finals weekends, the following etiquettes apply

- Unless otherwise stated please arrive about 30 minutes before the stated start of play time in order to
 - Help set up the lawns
 - Listen to manager briefings
 - Participate in warm up
- You will normally be expected to wear whites
 - However if the weather is inclement, keeping warm and dry is the priority and other coloured outer clothing may be worn
- You must bring your handicap cards which will normally be checked by the manager
- Bring your own lunch - teas, coffees and cake will be available for the usual charge
- You may only leave the grounds with the manager's agreement