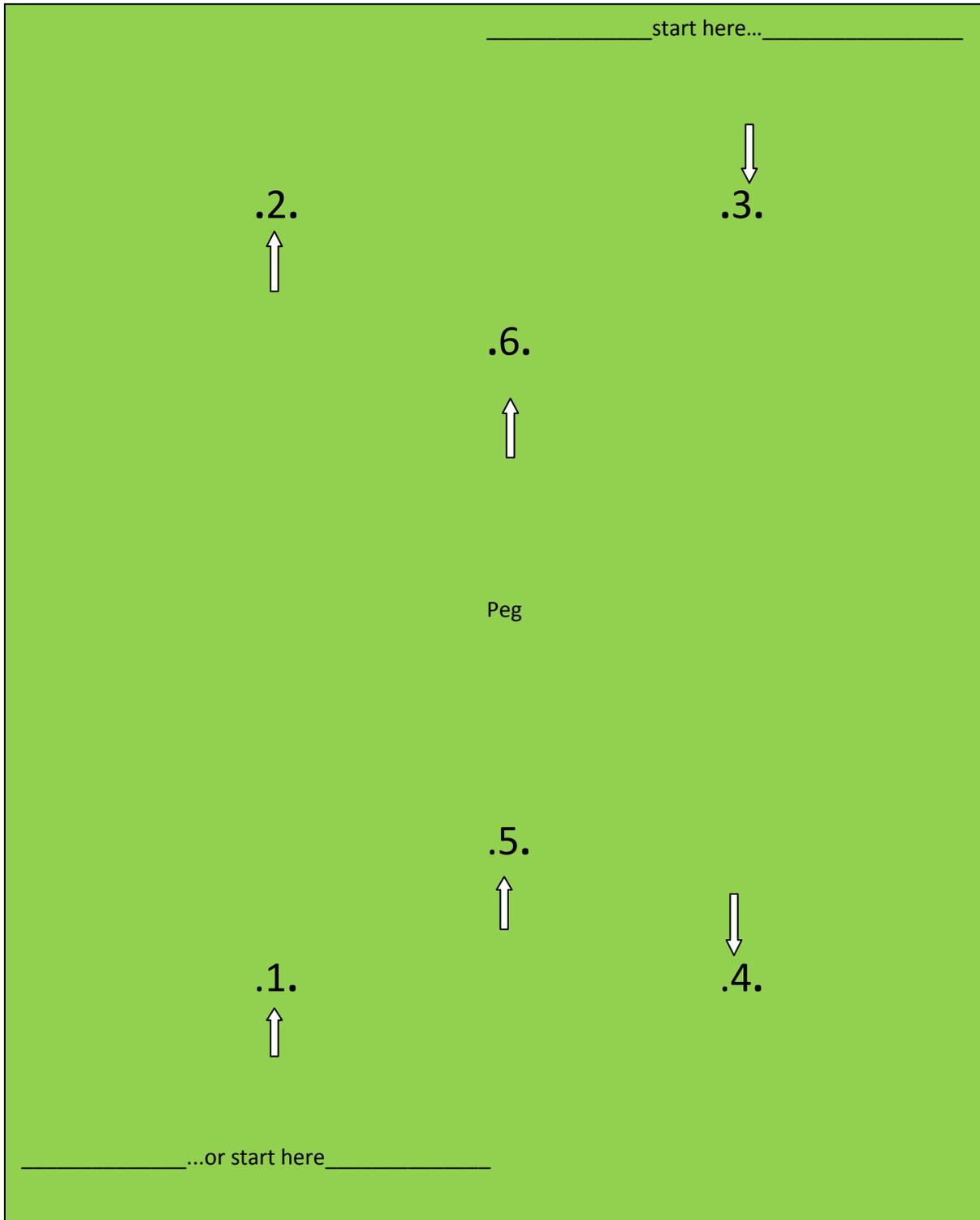


How to play Croquet

Here is a diagram of a croquet court, with its six hoops or gates, and one centre peg:

The Croquet Court



Croquet Association of Ireland

Croquet is played by two teams of two balls each: Blue/Black *versus* Red/Yellow.

Each ball must pass through all the hoops in the order shown in the diagram, and then hit the centre peg. The first team to do this wins, or if a time-limit is set, the team that has scored the greater total of hoops wins.

In singles, the same player plays both balls of the team.

Coloured clips show the next hoop for each ball; at the start, all the clips are on the blue-top hoop (#1).

The teams play in turn from the starting area (see the diagram). All the balls must be played from here before a ball can be played again. Then, the team whose turn it is, may choose to play either ball.

A ball passing through its correct hoop scores a **point** for its team, and **one extra shot**. Its clip should be moved, and placed on its next hoop before the other team plays.

When a ball hits another ball, it earns **two extra shots**. When this happens, you first **retrieve** your ball;

Place it touching the ball you hit; and

Hit it so that both balls move (**croquet shot**), but neither ball leaves the court (if this fails, you lose the second shot);

Play your **second shot** to pass through your hoop, hit another ball, or play to an advantageous position.

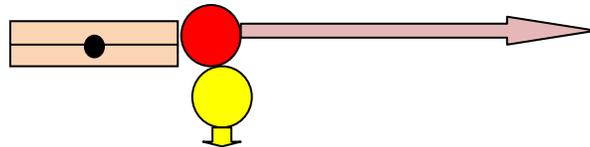
EXAMPLES OF CROQUET SHOTS (plan):

- (1) A straight drive – the other ball is sent away;
- (2) A take-off – the other ball is left behind;
- (3) A split-shot – both balls travel in different directions.

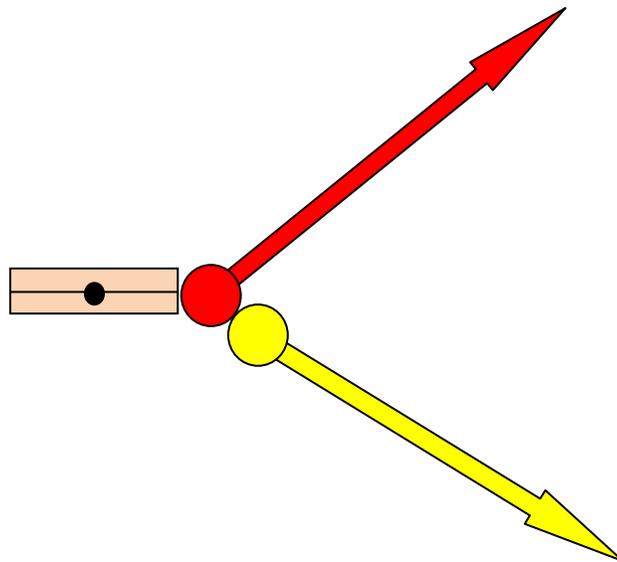
Straight Drive



Take-off



Split Shot



SIMPLE EXAMPLES OF TACTICS:

Hit other balls and use the extra shots earned, to score hoops;

When this is too difficult, position the balls to help you or your other ball to score in the next turn;

If the other team will spoil your plan, separate their balls, so that they have a long first shot;

Leave your two balls close together, and lined up pointing towards where you want to go, so that your first shot promotes your other ball: this is called a **rush**.

Croquet Association of Ireland

(Remember to pick up your own ball, and take it with you, because you will take your next shot from next to the ball you just hit.)

Play so that there are balls ahead of you on your path between the hoops.

Likewise, don't leave your balls in your opponent's path!

OTHER RULES:

Damaging the court surface is a foul: you lose your turn, no point is scored, and the opponent may have the ball(s) replaced.

You must hit the ball with the ends of the mallet head.

A ball is "through" when it clears the side of the hoop it entered from. Test by RAISING the side of the mallet up the side of the hoop.

Played a wrong ball? Your turn ends, and the balls are replaced.

Played out of turn? Lose your next turn.

When a ball has scored all the hoops, it can score the peg point, when it is removed from the game.

For **GOLF CROQUET**, see the other sheet.

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