

GUIDELINES FOR RICOCHET HANDICAPPING

- 18 Beginner learning how to play the game. Needs direct and consistent guidance about order of strokes and number of strokes after an event – ie (a) roquet 2 continuation shots (b) 1 stroke after running hoop (c) that turn ends when striker's ball goes out in a continuation shot without roqueting a ball (d) status of balls during a turn - whether alive or dead
- 16 Social player - Understands the basics of the game – sequence of strokes – roquet, 2 continuation shots, hoops in order, generally knows whether balls are alive or dead and the significance of the difference, end of turn, runs hoops from 1 to 2 yards **20%** of shots, but has incidents where bombs a hoop repeatedly in a game. Needs guidance **about fundamentals of the game**. Runs one hoop at a time and if successful attempts to join up with partner ball as has not placed forward ball. Uses bisques only to run hoops when hoop attempt bombs
- 14 Knows stroke sequence and only occasionally gets confused. Knows fundamental rules about end of turn eg basic faults, ball leaving the court without roqueting. Knows to clear a dead ball when rush leaves balls near each other. Runs hoops from 1- 2 yds **40%** of the time. Attempts hoops from > 2 yards with 10% success. Roquets balls at 5 yards to 7 yards **40%**. Commonly prefers to separate opponent's balls and retreats to partner ball rather than set up breaks of more than one hoop. In social play still requires guidance about rules.
- 12 Break of 2 hoops once per game. Learning ball control – positioning of continuation ball to (i) roquet, (ii) set ball up in reasonable hoop running position. Keen to master basic tactics and skills as evidenced by engagement with experienced partner during games **and practicing before and after games**. Runs hoops from 1 to 2 yards **50%** of the time and attempts longer hoop shots with **20%** success rate. **50%** success rate roqueting balls 5 to 7 yards. Able to play independently as sound knowledge of the rules.
- 10 Makes 2 hoop breaks at least twice per game. More consistent with ball positioning to ensure roquets, more accurate (50% of the time) rushing balls to good position. Roquets **60%** of attempts up to 7 yards. Gaining confidence with hoop running (1-2 yards **60%**) understands the tactics, learning to use bisques strategically (ie setting up continuation of the turn by positioning the striker's ball near the ball that gives the best potential to set up the lawn for at least a 2 hoop break).
- 9-8 Makes 2 hoop breaks at least twice per game. **Tries to use** more than striker's ball and partner ball to establish 2 hoop breaks. Roquets up to 7 yards **70%** of attempts and between 10 yards and 14 yards 20%.

- 7-5** Makes 3 hoop breaks at least once per game. Regularly creating breaks by positioning pioneer, forward, pivot and escape balls, and consistently uses 3 to 4 balls for breaks. Runs 2 yard hoops **70%** and between 2 and 4 yards **40%** of the time.
- 4-3 Has confident ball control, plays accurate rushes, cut rushes and ricochets. Good command of tactics, keeping balls inside the square to ensure breaks built and maintained. **Often** makes breaks of 4 or more hoops in a game. Aspires to peg out in 2 hour games.
- 1 Regularly makes breaks of **5 hoops or more** per game. **Often** pegs out in 2 hour games.

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**GUIDELINES FOR CONVERTING EXISTING ASSOCIATION AND GOLF
PLAYERS HANDICAPS TO RICOCHET**

ASSOCIATION	RICOCHET	GOLF	RICOCHET
	HCP		HCP
-3 to -1	0	-3 to -1	0
	ADD		ADD
0-5	1	0-5	1
6+	2	6+	2
Max RC Hcp 18		Max RC Hcp 18	

Note for AC handicaps round upwards as necessary

The above are only guidelines there will always be exceptions to the rule and Club captains and/or club handicappers should regularly monitor players handicaps and adjust as necessary according their ability.