

Social days

In most regions social days are conducted throughout the year for both Golf Croquet and Association Croquet. These are usually held on regular club days and all clubs within a region are invited. It is a perfect time to get to know other affiliated members within your region.

These days should have a casual feel about them and are aimed at the members who like social play and don't enter into tournaments.

However social days can be open to a wider section of the community if run a certain way.

You can have a Bring a Friend day on a social day especially for Golf Croquet. This is an opportunity for members to introduce their friends to the croquet community and give them a chance to see an organized croquet day without the stress of serious competition.

During school holidays you can have a Children's day for Aussie croquet. This is an opportunity to bring your children or grandchildren along for a fun day of Aussie. Plan some kid friendly food such as hot dogs and chips. Have some prizes and goodie bags ready for a full day of fun. Make sure that the children attending have a supervising adult or you will have to organize Working With Children checks for some members.

See next two pages for the rules of Aussie Croquet. These are followed by rules for some less formal mallet sports games for social days.

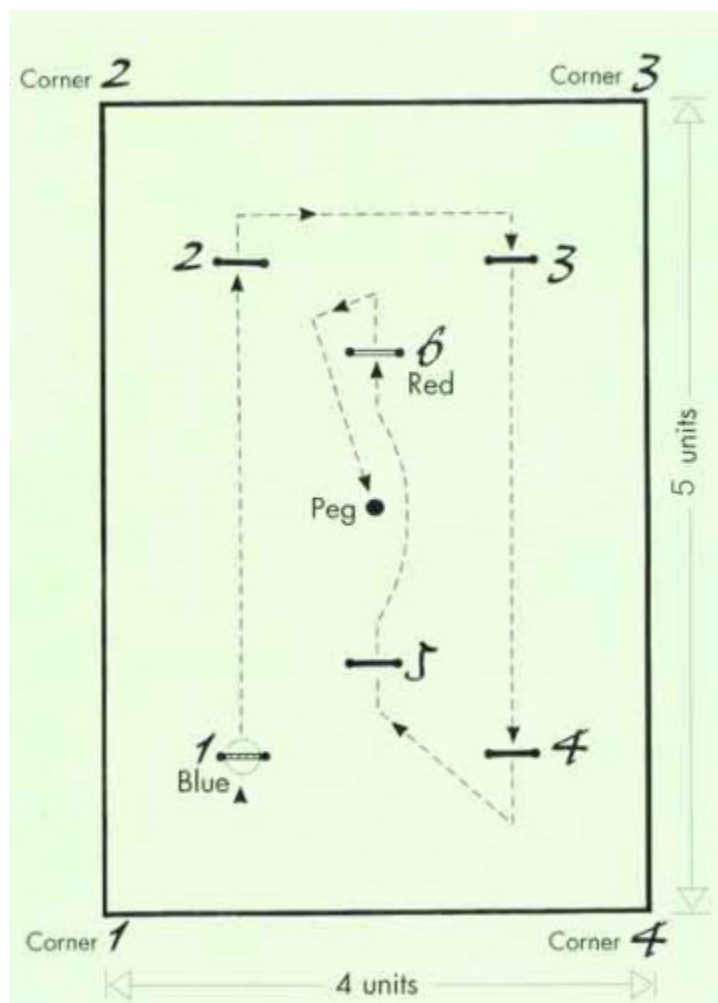


AUSSIE CROQUET

Get with Croaky the frog and Play Aussie Croquet

How to Set Out an Aussie Croquet Court

The hoops and peg are laid out as for Association Croquet.



If you do not have room for a full court then you can scale it down. Use five units for the length, and four for the width. The corner hoops (1 to 4) are one unit from each boundary; hoops 5 and 6 one unit either side of the peg.

The Course

The path along which your ball has to travel starts with hoop 1 (the blue-topped one) and has to follow the set order through to hoop 6, and then hit the centre peg. The dotted line and arrows on the diagram show the direction each ball must go to score each hoop.

How to Play Aussie Croquet

To Start the Game

- Four players
- Choose partners
- Toss a coin to decide which pair go first
- BLUE and BLACK play against RED and YELLOW
- The partners winning the toss play with BLUE and BLACK
- Each player plays the same colour ball for the whole game
- The order you play is painted on the peg: BLUE, BLACK, RED and YELLOW

Time allowed is 30 minutes.

To Score

Count one point for every hoop each ball runs through in order and one for hitting the peg. The winners are the team with the highest score.

To Play

Starting: Place each ball in turn halfway through the first hoop for an easy start.

Each turn is only ONE hit ... *unless you earn an extra hit!* An *extra hit* is earned when you:

- hit your ball through the next hoop in order
- when you hit any of the other three balls with your ball. (You can only hit each other ball once per turn unless you go through the next hoop - then you can hit them all again.)

If you hit two balls in the same stroke, the hit on the first ball is the only one that counts.

If a ball scores a hoop and continues on to hit another ball, the hoop score counts and the player gets only one extra stroke for hitting the ball after the hoop is scored.

If a ball goes over the boundary it is measured in the length of a mallet (36 inches).

Some tactics

- Your partner or opponent can hit your ball through your hoop - you score the point.
- You can hit your opponent back out of a hoop if they've not gone all the way through.
- Your ball can go through the hoop the wrong way to get to the right side - but it doesn't score a point.
- You can hit your partner ball into a better position - or an opponent ball out of position.
- You can gently hit your ball into, or off the sides of, the other three balls to finally position your ball to go through a hoop.

Source: <http://www.croquet-australia.com.au/Kids/> Accessed 19 April 2015.

Mallet sports games for social days

These games are designed for play between teams of 2 or 4 people. If this doesn't work for you, just adjust the number of balls in the game.

Most of the games can be played by beginners. *Asterisked games are probably not for beginners. If you take a competitive approach, suggest that players keep a note of their team name and their scores.

Aim to have someone on hand to advise on the rules of each game. People don't always read instructions.

Helter Skelter

Aim: to strike balls through 6 hoops in sequence and peg out.

Equipment and set-up: Small court standard setup, blue ball, red ball.

Game: Two teams of four (can be played with more or fewer).

Players in each team take shots in turn. The ball must come to rest before the next player in the team hits.

Team 1 starts with blue ball from the corner boundary near hoop 4, and heads for hoop 1 (completing 6 hoops in the order 1, 2, 3, 4, 5, 6 and then pegging out).

Team 2 starts with red ball on boundary corner near hoop 2 and heads for hoop 3 (completing 6 hoops in the order 3, 4, 1, 2, 6, 5 and then pegging out).

Teams start at the same time.

Players can hit their ball against the opponents' ball to send it off course.

Winning team: Team which hits the peg first.

Conclusion of challenge: Balls are returned to their respective starting corners.

Scoring: Winning team – 2 points. Peg hit simultaneously by both teams – 1 point to each team.

Eggs in a Basket

Aim: To strike the ball into the inner circle from an outer circle.

Equipment and set-up: Concentric circles 2m and 5 m from peg, marked with custard powder. 2 sets of balls (primary and secondary).

Game: Two teams of two players. Each player has two balls. Team 1 plays with primary colours, Team 2 plays with secondary colours. Teams and players take alternate shots from any point on the outer circle and try to hit their ball into the inner circle.

It is permissible to hit an opponent's ball so it is moved out of the circle. It is also permissible to hit a team ball to push it into the circle.

Winning team: Team with most balls in the circle after all eight balls have been played.

Conclusion of challenge: Place balls on the start corner of the court.

Scoring: Winning team – 2 points. Equal score – each team gets one point.

Croquet Bobs

Aim: Hit balls through the arches in the frame, from between markers on a line.

Equipment and set-up: Nine 9" hoops with hanging numbers 6--19--1--25--2--18--5--15--14, arranged along a boundary line with baulk boards behind them. Line marked 12m in from hoops. Peg at each end of line.
Two sets of 4 balls in primary and secondary colours.

Game: Four consecutive shots for each player. Teams alternate. Record the score for each arch cleared by a ball (hanging number must return to vertical). Balls that do not pass through the arch are removed.

Winning team: Team with highest score after tallying.

Conclusion of challenge: Balls are replaced on line.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

Gateball Tunnel

Aim: To run all hoops with one stroke of a mallet

Equipment and set-up: 6 gateball hoops lined up at 5m intervals along the length of the court, 4 balls placed on the boundary line.

Game: Four consecutive shots for each player. Teams alternate. Each player attempts to run as many hoops as possible in a single shot. Record the number of hoops cleared each time and tally the total for each player and then each team.

Winning team: Team with highest score after tallying.

Conclusion of challenge: Balls are replaced on the line.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

Croquet Tunnel

Aim: To run all hoops with one stroke of a mallet

Equipment and set-up: 6 hoops lined up at 5 cm intervals. 2 balls for each player.

Game: Two consecutive shots for each player. Teams alternate. Each player places their ball just in front of the first hoop and attempts to run as many hoops as possible in a single shot. Record the number of hoops cleared each time, and tally the total for each player and then each team.

Winning team: Team with highest score after tallying.

Conclusion of challenge: Balls are replaced on the line.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

Skittles

Aim: To knock over skittles with long croquet shots.

Equipment and set-up: Five skittles placed on marked spot 12m from boundary line, one set of balls placed on boundary.

Game: Four consecutive shots for each player with teams alternating. Record the number of skittles knocked over by each player. Skittles are replaced after each player's turn finishes.

Winning team: Team that knocks over most skittles.

Tidying up: Return balls to boundary line. Replace skittles on markers.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

Tennis

Aim: To have as long a rally as possible hitting between white pegs placed 3 balls apart.

Equipment and set-up: For each pair of players:

Two pegs placed in ground 3 balls apart, 1 peg at start lines 6m (or chosen distance) either side of pegs, 1 ball.

Game: In pairs: players from Team 1 hit to each other, players from Team 2 hit to each other.

First player from Team 1 plays from one side of the pegs on the start line and tries to hit between the two pegs in the centre to the second Team 1 player on the other side of the pegs on the other start line.

Players from Team 2 do the same separately.

Count how many times the ball is hit between the central pegs without hitting either peg (length of rally).

Winning team: Team that has the longest rally.

Tidying up: Return balls to marked lines.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

The Best of Thirteen (small court)

Aim : to make maximum. number of hoops in order in 13 strokes. Limited to 6 hoops plus hitting the peg.

Equipment and set-up: B court with standard set-up. Blue ball (Team 1) and red ball (Team 2). 6 blue and 6 red hoop clips.

Game: Two teams of two or four. Players in each team take turns to play. Team 1 starts from corner near hoop 1 (blue ball). Team 2 starts from the same spot when Team 1 has gone through hoop 2 (red ball).

Each team can make only 13 strokes altogether. Number of strokes to be counted by the team. Team puts hoop clips on hoops as they are made.

Winning team: Team which runs the most hoops with their 13 strokes.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

Tidying up: Return the balls to the starting corner.

***Speed Croquet**

Requires running

Aim: to strike balls through 6 hoops in sequence and peg out.

Equipment: Standard setup, blue, red, black and yellow balls.

Game: Blue and black are partners, red and yellow are partners. Can be played as singles or doubles.

Play is in the sequence Blue Red Black Yellow.

Blue hits off from the corner boundary near hoop 4, and heads for hoop 1. May then take another two shots provided the ball is still moving. If the third shot runs the hoop the player has another 3 shots to make the next hoop.

Once the ball stops it is end of turn. If 3 shots are taken without a hoop it is end of turn.

Once hoop 6 is run the player has only one shot per turn.

Players can hit their ball to knock away the opponents' ball.

Winning team: Team which hits the peg first with BOTH their balls.

Tidying up: Return the balls to the starting corner.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

***Bull's Eye**

Aim : split shot to send each ball to separate target points – targets being two sets of concentric circles with a bull's eye in centre of each.

Equipment and set-up: Two primary balls (Team 1) and two secondary balls (Team 2). B court (no hoops). Starting point at the centre of the long boundary, marked with a white peg. On either side of the centre of the court, two concentric circles and a central bullseye drawn with custard powder, with the bullseyes at about a 45° angle from the starting point.

Game: Two teams with two players in each team. Teams and players alternate to take split shots aiming to send a ball to the centre of each circle.

Note score after each turn. Score 3 for a bulls eye, 2 for a ball in the inner circle and 1 for a ball in the outer circle. Balls touching a line score low (if touching the outer circle, score is zero).

Remove balls before next turn is taken.

Three turns per player.

Winning team: Team with more total points.

Scoring: Winning team – 2 points. Equal score – each team gets 1 point.

Tidying up: Return the balls to the starting corner.

Sources: EMCA Bear's Cup; Brunswick Challenge Day.