

L3 FURTHER ON GOLF CROQUET AND TACTICS, RULES & ETIQUETTE

Beginning Activity

Take a ball and go around the first 6 hoops

Recap on lessons 1 and 2

1. Take your grip
2. Stalk the ball
3. Position your body
4. Visualise the outcome
5. Keep your head down
6. Hit the ball in the middle
7. Follow through

Stress the **A.C.D.C** of mallet sports

ACCURACY

CONSISTENCY

DISTANCE

CHEST - BREATHING

Content – new shots and tactics

1. Stop shot
2. Blocking
3. Wiring
4. Jump Shots

1. Stop shot

- Place balls 1 foot apart
- Place marker under target ball
- Approach per normal, move feet back a little
- Put body weight in bottom (as sitting down)
- Tilt mallet handle back towards body – head will rise
- As hit, relax, do not follow through
- **Demonstrate**

ACTIVITY 1 Stop shots - Practice with 2 balls into west baulk 10 minutes

2. Blocking

- Explain when can be used
- Further the distance harder to block

- Always approach on an angle not at 90 degrees
- Getting close to opponents ball prevents jumps
- **Demonstrate**

ACTIVITY 2 Blocking 10 minutes

Each player to have 3 balls and attempt blocking from close distance and gradually further apart.

3. Wiring

You can gain a strategic advantage by placing your ball where the opponent cannot hit you. This is often a better option than hitting the opponent's ball away.

4. Jumping

When an opponent ball is in front of the hoop, especially if it is in the 'jaws', the only option you may have is to jump your ball over the top. This is worth practicing, but not essential for beginner croquet players. However it is good to know it is an option and can be used against you!

ACTIVITY 3 Jumping 10 minutes

Demonstration of jumping. Divide into pairs and have a go! Start with the striker ball about 50cm out from the hoop, and the opponent ball halfway through the hoop.

ACTIVITY 4 13 hoop Game 40 minutes

- Play 13 hoop game with guidance
- Use pegs
- Groups set out a lawn and bring in hoops and store
- Re outline order of hoops, starting point, ball colours
- Explain whether ball has run hoop and playing and non-playing sides
- Explain how to play from sideline
- Also half way line and off side

A qualified referee will present a 15 minute session on basic rules, most common faults and etiquette.

Basic skills for GC

Handout skills card and discuss how it is used.

Basic Skills for Golf Croquet

Player: _____

		Date	Score	Observer	Comments
Skill 1	Placement Shot				
Skill 2	Running Hoops – Straight On				
Skill 3	Running Hoops – 30o Angle				
Skill 4	Clearing Shot				
Skill 5	Blocking				
Skill 6	Jaw a Ball				
Tactics 1	When to run a hoop				
Tactics 2	Clearing vs Blocking				
Knowledge 1	Hoop: Playing / Non-playing Side				
Knowledge	Halfway Rules & Penalty Spots				

Terminology: SB: Strikers Ball; TB: Target Ball OB: Other ball.

Each skill is assessed 5 times, and the result recorded on the player's skills test card. Pass rate is 3/5. One attempt per day permitted (but practice beforehand encouraged).

Skill 1 Placement Shot

Place a ball 2 meters from Hoop 4 and play shot to take position in front of Hoop 5. Run Hoop 5 on next shot with same ball.

Skill 2 Running Hoops – Straight On

Make any hoop from 2 feet directly in front.

Skill 3 Running Hoops – 30o Angle

Make any hoop from 2 feet out on an angle of 30 degrees left and right on center.

Skill 4 Clearing Shot

Place a ball (TB) 2 foot in front of Hoop 1 and SB half way to West Boundary in line with Hoop 1. Clear the TB from in front of Hoop 1.

Skill 5 Blocking

Place a ball (OB) directly in front of Hoop 5 another ball (TB) 2 yards behind on 30 degree angle. With SB 1 foot away and to the side. Place SB 2 yards to side of Hoop 5. Play shot to block the TB from a Clearing Shot on OB.

Skill 6 Jaw a Ball

Place a ball 1 foot from hoop 5 on a 60 degree angle & play the shot to remain in the jaws of Hoop 5.

Tactics 1 When to run a hoop

Discuss the risks and rewards for running a hoop when your opponent balls are in position nearby.

Tactics 2 Clearing Opponent Ball vs Blocking

Discuss the advantages and disadvantages of clearing an opponent ball versus blocking an opponent ball.

Knowledge 1 Playing / Non-playing Side of Hoop

Identify the playing and non-playing side of the hoop. Describe the consequences when a ball is halfway through a hoop from both playing and non-playing side.

Knowledge 2 Halfway Rules and Penalty Spots

Identify the halfway point for each hoop. Identify the two penalty spot.