

RULES OF QUICKER CROQUET

Quicker Croquet has been developed by Croquet SA in order to get new players playing croquet quicker! Too often the new and beginner players find playing croquet frustrating and unrewarding. The retention rates for new and beginner players are not that great. Players come to croquet with unrealistic expectations, expecting to learn to play the game immediately. To keep these people in the game, their expectations need to be met.

After the players had been through a few lessons and can play Beginner Croquet (knows the hoop names and order, knows the stroke sequence, take-off and leave behind and the circle hoop approach strokes and how to get a rush), get them playing Quicker Croquet. The 2-single ball stroke start gets them started quickly, allowing 2 bisques per turn helps them on their way and playing alternatively means all players play each round.

The rules of Association Croquet are used with 5 additional "domestic" rules. These are marked with an asteric.

1. Play starts with the toss of a coin. The winner of the toss either chooses to start 1st or 2nd or the colour of the balls. The loser of the toss has the remaining choice. **Each game lasts for 1½ hours.**
2. A five-minute hit-up is allowed (and should be taken) before the scheduled start of the first game.
3. Play alternates between the players throughout the game.*
4. Until the four balls have been played into the court, no bisques may be taken.* Play may start from either baulk line.
5. At the first turn for each ball, the player has a **2-single strokes start,*** but may not use additional bisques during this turn. If the 1st hoop is made **and the second stroke of the 2-single strokes start has not been used, it is deemed as lost,** (except that after running a hoop a continuation stroke is played). The second stroke is also deemed as lost if a roquet is made with the first stroke, because croquet must now be taken. If a ball is hit out of bounds on the first stroke, it can be yarded-in and the 2nd stroke played.
6. After the first four balls have been played into the game, bisques may be used. This includes using a bisque to rectify errors and faults. If you make an error, say going out on a croquet stroke, you yard-in and then declare that you wish to take a bisque. If you make a fault and wish to take a bisque to get out of trouble, the balls must be replaced to their positions when the fault occurred and then you may take the bisque.
7. When playing doubles, each partner must alternate in turn and may choose either of their balls for that turn.* Hence every player gets a turn in every round. Players are numbered 1 – 4 in order of the way they started the game. This will make taking of bisques simpler. If a player plays out of order and this is discovered before the end of the turn, the balls are replaced and the correct playing order is resumed.
8. In this full bisque game, each player (doubles) has their allowable number of bisques derived by subtracting **14** from their handicap (or **12** in singles). A maximum of 2 bisques may be used during a turn, except players with a handicap of 17, who are restricted to one bisque per turn. Players better than 17 have no bisques and may not use the 2 single-ball stroke start.
9. The game is a 18 point game of 8 hoops and the peg point. The blue-topped hoop is the 1st and last, (the 8th hoop is the last), with a lift conceded after the 7th hoop has been made.
10. The game, although handicap, also plays under the Laws of Optional Lift. But because it **is** a handicap game, a ball may not be pegged out until its partner is also for the peg.
11. Only 3 peels are allowed for each player.

12. A Take-off is deemed a 'questionable stroke'* and should be watched by the adversary, team mentor or umpire/referee. All other questionable strokes must be watched by the umpire/referee.
13. Players must indicate by word or gesture if they wish to take a bisque. Once they
14. have indicated no bisque, they may not change their mind. **No means no.** Although if they say yes they may change their mind to no. When not taking a bisque, players must quit the lawn at the nearest point to them. Do not amble along the length of the court before you get off.