



The Bear of Rodborough Croquet Club

April 2010
Newsletter

**Poor weather delays opening night.
We expect to be underway on 7th April.**

Bumper issue – 6 pages!



Congratulations to our new member, Stephen, who won the snooker tournament and our thanks to Richard and Rosemary who have generously sponsored this event and provided many happy evenings throughout the winter months. Some outstanding moments, some astonishing moments, much laughter and Bear camaraderie complimented the Danbys' expertise and hospitality and have given us much fun.

Coaching 1 Those of us who went along to the coaching sessions expecting to be entertained had a rude awakening because Don made us work and THINK! And just when the first session was nearing its end and we thought we were on safe ground, the issue of time limits threw a spanner into the works when we realised many of us had been getting it wrong all these years (as do many other clubs!). In

order to make the law clear and to give members sufficient support so they can speak with authority, a notice has been prepared and will be attached to the clubhouse notice board. A copy is attached to this newsletter so if you wish to print it off and keep it in your bag you can.

As always, Don had put a lot of time into preparing these sessions and we are indebted to him.



(Captions to this picture welcome! – Ed.)

Coaching 2

I am trawling the internet looking for croquet coaching videos. There is much rubbish showing games I barely recognise but the following link has good stuff on it:

<http://croquetonfilm.com>

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THE 2010 BEAR OF RODBOROUGH CLUB TOURNAMENT RULES

THE BEAR CUBS BLOCK

1. Note that there are no "Play by" dates, but see 6 below.
2. The event is open to all Bear members with a handicap 14 and above at the start of the season. They can continue to play that year even if they drop below 14.
3. Matches will be 14 pt, full bisque, base 12. e.g. Player A at 16 playing Player B at 20, A will get 4 bisques and B will get 8 bisques.
4. Matches will be time limited at 2 hrs.
5. The event will be an all play all once block. However, you do not have to play everyone, see 6 below.
6. The purpose of this event is to give the higher bisquers in our club a serious target to aim for. I don't want too much pressure, however, to play lots of matches. So the target (and a requirement to win the event) is to play 4 matches by the end of September. This is under one a month. I will be niggling at those who don't seem to be meeting this target! Please note that because more than 4 opponents are available, you can play more than 4 games if you wish, but this is not compulsory.
7. The winner will be decided on (a) number of wins (b) who beat who (c) net points.
8. When you arrange a match, try and get an experienced player up to watch and help with the laws (but not on play or tactics).
9. Each match is worth 5 points on your handicap card.
10. The event will close on 30th September.

THE ADVANCED BLOCK

This is an "All play all block" There are no "Play by" dates but I expect at least one match to be played a month. Rules are Level Advanced. No time limits except by mutual agreement. The winner will be

decided on (a) number of wins (b) who beat who (c) net points. Holder: Don.

THE KNOCK-OUT COMPETITIONS (GOLF, ASSOCIATION SINGLES AND DOUBLES)

Matches must be played by the deadline shown at the top of each round, but preferably well before.

The onus is on the higher name(s) in each game to take the initiative in organising it, but the other may take the initiative if they wish. If the game has not been played by the deadline then the higher gets scratched and the lower goes through! I will, however, be chasing any game well before the deadline if nothing appears to be happening about organising it. If a problem is looming, get in touch with me.

Please record the winner and the score on the appropriate sheet.

Golf.

Matches are to be best of 3, seven point games. That means the first 6 hoops, plus hoop 1 again if the score is 3-3. Each game in the match is worth 5 points on your handicap card. Holder: Brian.

Association Singles and Doubles.

Games should normally be played as single life 26 point handicap. 14 point games are permissible provided all/both players agree. Please note that bisques in 14 point games are not exactly half that of 26 point games. Please refer to the table in the rule book. 26 and 14 point games are worth 10 and 5 points respectively on your handicap card. Holders: Brian (Singles), Paul and Kate (Doubles)

For a complete list of past winners see the Bear web Site.

Don (aka Attila the Hun)

The lawn has been enlarged and the hoops are being moved into new positions to avoid “rabbit runs”. Our thanks go to Nick who is busy preparing the surface turning the winter field into a smooth playing surface.

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Club matches. The draws for club matches are published on the club notice board.

Two pleas:
Please arrange your matches early because the hotel has a particularly busy year with more weddings and functions booked than in previous years. Therefore, getting lawn time will be more challenging for us this year.

Please also remember that when you arrange a match, to write your lawn booking on the year planner in the pavilion. Not only will this prevent double booking but Nick uses this

information to organise the time he takes off work to cut the lawn. Having done that, there may be no alternative but to stop your game while he mows the lawn.

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CA Golf Tournament – June 13th/14th.

There are still a few places left so if you have not yet entered, why not make this the year you try out a golf croquet tournament? Don is eager to hear from you.

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Editor’s note.

Your editor does know the difference between by, buy, bi and bye and apologises for the error in the last newsletter. He hopes it was the fault of a light finger on the keyboard rather than a lack of concentration but can offer no excuse!

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STOP PRESS.

A clothing order is about to be placed. Have you let John know what you want? Sweatshirts, Polo shirts, Baseball Caps, Umbrellas. Immediate replies please to catch this order. If you are in a tournament lasting several days, do you have enough shirts?

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For more information:

Our Club Website- <http://www.faydon.com/Bear/Bear.html>

Croquet Association (of which the club is a member) -www.croquet.org.uk

South West Federation of Croquet Clubs (to which we are affiliated) – <http://www.swfcroquet.org.uk>

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The Bear of Rodborough Croquet Club.

Chairman and Hotel Liaison:	Robert Moss	01453 872386
Secretary:	Rosemary Danby	01453 872456
Treasurer:	Brian Pittaway	01453 860610
Handicapper and club competitions manager:	Don Gaunt	01453 822507
Lawn Manager:	Nick Hurst	01453 882960
Equipment Manager:	Richard Danby	01453 872456
Webmaster:	Don Gaunt	01453 822507

7. Help! What do I do now?

Because of the imminence of matches, this month's feature takes a different format and is called

Not just courtesy, IT IS THE LAW!

Most players (and all Bears) are supremely courteous and the following will come as no surprise. However, sometimes, we meet players from other clubs who have not been acquainted with the laws of the game and we need to know how to respond. Confidence and authority come from knowing the facts and I would urge everyone to buy a Laws Book (£4 from the CA shop). Although the first reading may seem confusing, as you familiarise yourself with the format, it becomes clearer. The following are just some of the highlights from Laws 47 – 53: Laws of Conduct.

As a player, you are a referee of your game and this incurs duties as well as rights. In a doubles game, all four players are referees but there are times when an independent person or referee should be called if available.

As the striker, you must **immediately** announce any error you think you have made, and as the adversary, you must immediately forestall play if you become aware of an error or think a fault is likely to occur. An example of this would be if the striker thinks his turn has ended and leaves the court or announces he is going to take a bisque before completing his turn.

You MUST consult your adversary if you are about to play a questionable stroke (e.g. when your ball is close to a hoop), or testing to see if a ball has run a hoop (and this should NEVER be done with the mallet head!).

Questionable strokes are ones where “fairness or effect may be doubtful” and should ALWAYS be

watched – preferably by an independent person or referee or by the adversary if he is the only person available. You should ask your adversary if he wants the shot watched if there is any **risk of a fault** being committed (e.g. crush, double tap, bevelling) or because you have a restricted swing.

If you are attempting to **roquet a ball in a hoop**, it should be watched because your ball may hit the hoop and the hoop make the ball move and as your head will be down, you will not know whether you have hit the ball or not.

If you are attempting a **distant peg-out**, the peg should be watched.

Editor's note.

Last season, I know that my ball just touched the peg, grazing it, as it went passed but it was not deflected nor made sufficient sound to be heard by onlookers. I did not claim the point because no-one would have believed me! As it happened, I went on to win the game anyway.

If your opponent is about to play a questionable stroke and has not asked if you want it watched, you should forestall play immediately. Should he ignore you and play the stroke, Law 32 states play is considered not to have taken place and the balls be returned to their lawful positions before the shot was played, the issue settled and then he may continue with his turn.

Time wasting is a frequent cause of irritation – and is illegal. In handicap play, the striker should promptly declare if he is about to play a bisque; In doubles play, time must not be wasted through prolonged discussion or instruction.

Double-banked games require tolerance and consideration for the other game.

Precedence should be given to a player who is making a break; a player who is likely to get clear of a relevant hoop area; a player who does not need balls from another game to be marked.

Balls from another game must not be marked and moved without first consulting the “owner” of those balls and should not be marked and moved at all if they are in a critical position. You should avoid crossing the other players line of aim.

All players should carry ball markers (not coins).

Editor’s note.

If you encounter a problem during your matches which would interest the rest of us or about which you want clarification, please write to the editor who is considering a “letters page”.

Time Limited Games.

Team managers decide time limits before the game starts.

Someone, preferably an independent person, should be detailed to call time **accurately and clearly**.

1. When time is called, the person in play **continues until the end of his turn** and then his **opponent has one further turn**. Game ends (but see below) or:
2. When time is called, if no-one is in play at that point because one player has completed his turn and his opponent has not yet started his turn, **each player gets one further turn** and then game ends (but see below).

The problem arises when time is called and it is debatable whether the person in play has ended his turn or not. The CA ruling **for exactly this situation** says that **in this case**, the turn ends **at the point of striking the ball if the ball then fails to make a roquet or score a hoop**. Therefore, if the player strikes the ball, time is called and the ball fails to make a roquet or score a hoop, his turn ended **before** time was called (2 above applies) **BUT** if that ball does go on to make a roquet or run a hoop-in-order, it is **not** the final stroke of his turn and he completes his turn (1 above applies).

No bisque or half bisque can be played in either of these turns (called the extension period).

Croquet does not permit a draw so if, **after this extension period**, the score is level, the game continues until the next point has been made. During this further period of play, bisques and half-bisques **may be played**.

If **Wharrad Turns** are to be used (normally 12 each), time is reduced (normally by one hour) by the team captains' agreement.

When Wharrad Turns are employed, the normal timed ending applies first except that bisques and half-bisques **can be played in this extension period** and throughout the Wharrad Turns but they **cannot be played in the last two Wharrad Turns of either side**. If, at the end of Wharrad Turns, the score is still level, remaining bisques and half-bisques can be reinstated for further play until the next (Golden Hoop) is scored. Taking a bisque during Wharrad Turns does not count as one of the turns but is as **an extra turn**.

See The Laws of Association Croquet. Law T2 (page 65)

Written by Robert Moss with the advice of Don Gaunt and John Grimshaw.