

BOWDON CROQUET CLUB

COMPETITION RULES for 2017

RULES FOR BOWDON CLUB INTERNAL COMPETITIONS & AUTOMATIC HANDICAP SYSTEM (AHS)

BEST OF....

Games are best of one unless (where specified below) both players agree otherwise.

TIME LIMITS

Players may agree a time limit between themselves **BEFORE** the game starts.

Otherwise, the following apply:

Golf (both Level-Play and Handicap) – none	
14pt Advanced and Handicap	- 2 hrs
Short	- 1 hr 30mins
D Class	- 3 hrs
Doubles	- 4 hrs, but no bisques after 2 hrs 30 mins
All Others	- 3 hrs 30 mins.

If time limits apply, the players must play with reasonable expedition.

DATES

If games are not played by the due date, BOTH players are liable to be scratched. In the event of difficulty, the matter should be reported to the Competition Secretary, Steve Reynolds (Tel: 01625 432242).

For details of the how the Automatic Handicap System affects the Club competitions see note at end entitled “Automatic Handicap System (AHS)”.

CLUB KNOCKOUT COMPETITIONS

A CLASS

Advanced rules, i.e. lifts at 1-back & 4-back (see Law 36).

The top half of the draw will be seeded, top 16 players only seeded.

B CLASS

Advanced rules, i.e. lifts at 1-back & 4-back (see Law 36).

C CLASS

Level play.

D CLASS

18 pt Level play. Players start at hoop 1 and move the clip of the backward ball to 3 back once hoop 1 has been made with their first ball.

E CLASS

Full 26 point game.

Handicap play but both players take 12 bisques.

Handicap rules for pegging out apply to this competition (Law 38). A player may not peg out either of his own balls unless both balls are for peg, or an opponent's ball has already been pegged out.

Score as level play.

SILVER BOX

Full 26 point game.

Recommended to be played as full bisque handicap play with a base of 8, e.g. if an 18 handicap plays a 14, BOTH players receive bisques: 10 and 6 bisques respectively. However, either player may, instead, insist upon normal handicap play, i.e. take the difference in handicaps as the number of bisques (which may include a half-bisque).

Silver Box is a single life competition with all losers in their first match, whether in the preliminary or 1st round proper, being automatically entered into the **Silver Plate** competition, **which is played under the same handicap rules as the Silver Box.**

DOUBLES

4hour time limit, with the further condition that bisques cannot be used after 2½ hours, with the exception that the player in play at 2½ hours may continue to use bisques (if available) until they quit the lawn at the end of their turn.

Full 26 point game.

To calculate the handicap for a doubles pairing, add together the handicaps for each player and divide by two, and round up. Then take the difference in the handicaps between the two sides, giving the number of bisques for the side with the higher handicap.

GOLF LEVEL-PLAY AND HANDICAP

Play best of 13 hoops.

One game only, unless both players agree best-of-three.

Time limit: none (unless players agree otherwise).

Players to play with reasonable dispatch. The striker is to play within 1 minute of the last turn ending, except where the game is held up while a ball is retrieved or a referee is called.

Maximum Handicap allowed for Golf Handicap games is 12.

For rules and handicaps, refer to WCF 2014 Golf Rules, which are on the Club notice board.

For players without an official GC handicap, the handicap conversions from CA Handicaps are shown below.

Full Association Croquet Handicap	Suggested Golf H'cap	Full Association Croquet Handicap	Suggested Golf H'cap
Less than -1	-3	3.5 to 5	3
-0.5 to -1	-1	6 to 7	4
0 to 0.5	0	8 to 9	5
1 to 1.5	1	>9	Set by club GC
2 to 3	2		Handicapper

All 'new' players' handicaps will be reviewed after 5 and 10 games, and adjusted if necessary.

Members can enter either the Level Play OR the Handicap Golf Competitions.

Level Play Golf will be open to those with a golf handicap of 5 or less.

Handicap Golf will be open to those with a golf handicap of 3 or greater.

Members with golf handicaps 3, 4 or 5 can choose which of these competitions to enter.

GOLF LEVEL PLAY

Don't forget to update handicap cards in line with the following table:

		Loser's Handicap																								
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20		
W i n n e r' s H a n d i c a P	-6	10	7	4	2																					
	-5	13	10	7	4	2																				
	-4	16	13	10	7	4	3	2																		
	-3	18	16	13	10	7	5	3	2																	
	-2		18	16	13	10	8	6	4	3	2															
	-1			17	15	12	10	8	6	4	3	2														
	0				18	17	14	12	10	8	6	4	3	2												
	1					18	16	14	12	10	8	6	4	3	2											
	2						17	16	14	12	10	8	6	4	3	2	2									
	3							18	17	16	14	12	10	8	6	4	3	3	2	2						
	4								18	17	16	14	12	10	8	6	5	4	3	3	2	2				
	5									18	17	16	14	12	10	8	7	6	5	4	3	3	2	2		
	6										18	17	16	14	12	10	9	8	7	6	5	4	3	3	2	2
7											18	17	15	13	11	10	9	8	7	6	5	4	3	3	2	
8												18	17	16	14	12	11	10	9	8	7	6	5	4	3	
9													18	17	15	13	12	11	10	9	8	7	6	5	4	
10														18	17	16	14	13	12	11	10	9	8	7	6	
11															18	17	15	14	13	12	11	10	9	8	7	
12																18	17	16	15	14	13	12	11	10	9	
14																	18	17	16	15	14	13	12	11	10	
16																		18	17	17	16	15	14	13	12	
18																			18	17	17	16	15	14	13	
20																					18	18	17	17	16	

Table 2: Points Exchanged in Level Play

GOLF HANDICAP

The higher bisquer gets bisques equal to the difference between the two players' golf handicaps. Handicap cards should be updated with 10 points moving from the loser to the winner.

SHORT

One game only, unless both players agree best-of-three.

Games shall be full bisque handicap games. Players shall play to their Short handicap subject to a maximum of 10 bisques.

A player with a Full Lawn handicap shall play off either his/her Short Croquet handicap or the Short Croquet handicap equivalent of his/her Full Lawn handicap whichever has changed most recently. A player's Short Croquet handicap shall be adjusted whenever his/her Full Lawn handicap reduces and thereafter be subject to the Automatic Handicapping System.

Conversion of CA Handicaps to Short Croquet Handicaps

Full Game	Short	Full Game	Short
-3 to -1	3 peels	8 to 9	3 bisques
-0.5 to 0.5	2 peels	10 to 11	3.5 bisques
1 to 1.5	1 peel	12 to 13	4 bisques
2 to 2.5	0	14 to 15	5 bisques
3 to 3.5	0.5 bisque	16 to 17	6 bisques
4 to 4.5	1 bisque	18 to 19	7 bisques
5	1.5 bisques	20 to 21	8 bisques
6	2 bisques	22 to 23	9 bisques
7	2.5 bisques	24	10 bisques

Note: The correspondence is one way only, i.e. the table is used to set a short croquet handicap from a full CA handicap but it MAY NOT be used to set or alter a full CA handicap on the basis of short croquet.

14PT. HANDICAP

Full lawn (see Laws 44 (c) and (d)).

Not full bisque, i.e. take difference in full game handicaps to look at the table below to get the number of bisques for the higher handicapped player only.

A single life competition.

Full Game	14 pt. game	Full game	14 pt game
0.5-1	0.5	13	7
1.5-2	1	13.5-14	7.5
2.5-3	1.5	14.5-15	8
3.5-4	2	15.5-16	8.5
4.5-5	2.5	16.5-17	9
5.5-6	3	17.5-18	9.5
6.5	3.5	18.5-19	10
7-7.5	4	19.5	10.5
8-8.5	4.5	20-21	11
9-9.5	5	21.5-22.5	11.5
10-10.5	5.5	23-24	12
11-11.5	6	24.5-25.5	12.5
12-12.5	6.5	26-27	13

14PT. ADVANCED

Full lawn.

Advanced rules, (Lift or Contact Version - see Laws 45(c)).

One game only, unless both players agree best-of-three.

For 14pt Advanced games the point allocation will also be as for full game level play matches (see Table 2 in the AHS note below).

LADDER MATCHES

HANDICAP LADDER

Full lawn.

Full lawn.

Handicap games including games played to any base provided that both players agree to play a ladder game.

All types of Association Croquet singles handicap games can be played in this competition.

Time limits as agreed between the players.

All Solomon Grundy games are ladder games. Full lawn singles games in the Wednesday competition are also included provided both players agree. All other Club Competition games are excluded including CA tournaments and League matches (ie: all friendlies may be converted to a ladder game if both players agree).

All ladder games must be entered on the Handicap cards.

All results will be entered on the Handicap Ladder Results sheet on the Notice Board.

The ladder will be a simple record of the number of games played and the number of games won. Ladder position will be based on the percentage of wins.

The winner will be the player with the highest percentage having played a minimum of 20 games.

ADVANCED LADDER

Full lawn. Advanced singles games of any agreed number of hoops.

All Club Competition games are excluded including CA tournaments and League matches (ie: all friendlies may be converted to a ladder game if both players agree).

All ladder games must be entered on the Handicap cards.

All results will be entered on the Advanced Ladder Results sheet on the Notice Board.

The ladder will be a simple record of the number of games played and a grade using a similar system used in the past. Ladder position will be based on the player's grade.

The winner will be the player with the highest grade having played a minimum of 5 games.

For 14pt Advanced games the point allocation will be as for full game level play matches (see Table 2 in the AHS note below).

AUTOMATIC HANDICAP SYSTEM (AHS)

All players should carry forward their indices from season to season. New players should start off with the number of points for their handicap given in Table 1 below.

Handicap Play (Full and 14 point Games): your index will increase/decrease by 10 for every win/loss.

Level Play (Full and 14 point Games): use Table 2 to calculate your index change (noting notional step changes for minus players in Table 3).

A handicap change can only be triggered at the end of a day for Bowdon internal competitions. Report your handicap change at the end of a tournament or at the start of your next one or to your club handicapper.

Only competitive singles games played in the UK are to be included in the AHS. Do not include friendly games, or Short or Golf Croquet games. Games played against overseas visitors to the UK are NOT to be included in the AHS, unless the visitor is on a long term visit and has been given an official CA handicap.

TABLE 1		HANDICAP TRIGGER POINTS			
	Handicap	Index	Handicap	Index	
	-3	3050	4.5	1550	
	-2.5	2800	5	1500	
	-2	2600	6	1450	
	-1.5	2400	7	1400	
	-1	2250	8	1350	
	-0.5	2100	9	1300	
	0	2000	10	1250	
	0.5	1950	11	1200	
	1	1900	12	1150	
	1.5	1850	14	1100	
	2	1800	16	1050	
	2.5	1750	18	1000	
	3	1700	20	950	
	3.5	1650	22	900	
	4	1600	24	850	

TABLE 2		LEVEL PLAY INDEX CHANGE	
Handicap Steps Difference	Index Change		
	Higher Handicap Wins	Lower Handicap Wins	
0	10	10	
1	11	9	
2	12	8	
3	13	7	
4	14	6	
5	15	5	
6	16	4	
7 or 8	17	3	
9 or 10	18	2	
11 or more	19	1	

TABLE 3		NOTIONAL STEPS FOR MINUS PLAYERS				
	0 TO -0.5	-0.5 TO -1	-1 TO -1.5	-1.5 TO -2	-2 TO -2.5	-2.5 TO -3
	2	3	3	4	4	5