

PUZZLE CROQUET

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AUGUST 2009

PROGRAM ONE : FROM NEW TO PUZZLE CROQUET, SINGLE PUZZLE LEVEL.

I'm New to
Malletsports

I Know Golf
Croquet



Hi, and welcome

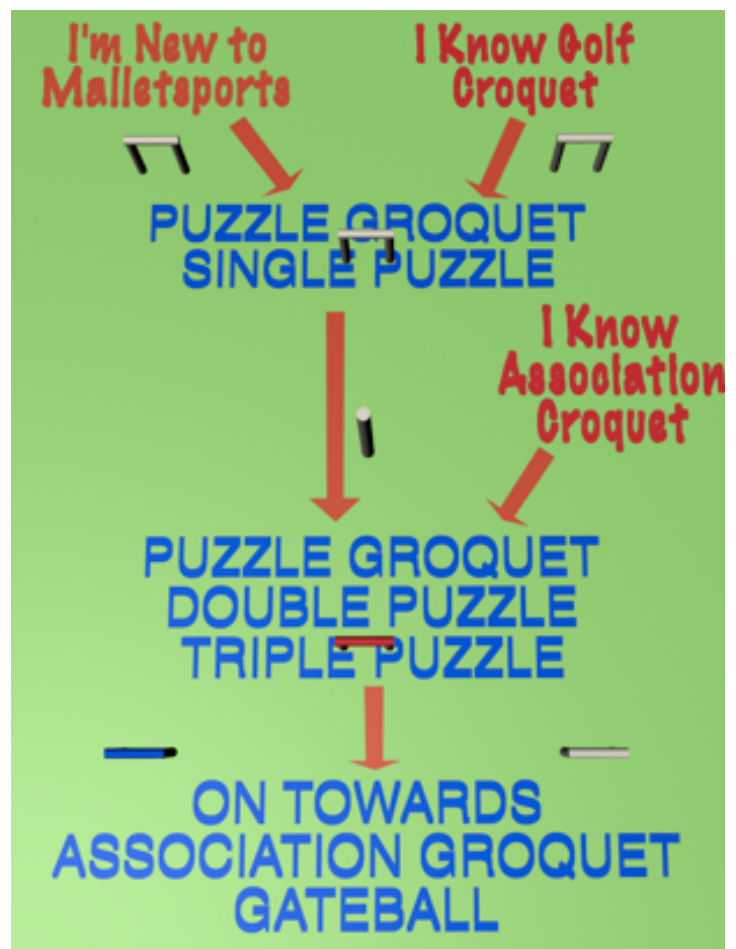
This booklet is for Players who are new to Malletsports, or who have had some experience of Golf Croquet, but who do not know Association Croquet.

It is an explanation and coaching paper, which is best reviewed after coaching but can be used on its own, in the absence of a coach.

It hopes to take a player from no knowledge of any Association Croquet variety of Malletsports, to that level of Puzzle Croquet which would then lead to Association Croquet.

So, within the Coaching and Game System of Puzzle Croquet, this is to explain Single Puzzle Croquet, from a beginner level of knowledge.

Players can then continue to the Double Puzzle level, and be joined by existing Association Players, who hopefully will enjoy the game as well.



PUZZLE GROQUET
SINGLE PUZZLE

'PUZZLE CROQUET'

A New Malletsport for Coaching towards Association Croquet
and a possible game in its own right.
August 2009 (C) Lowen Clarke 2009

PUZZLE CROQUET IS AN ASSOCIATION CROQUET GAME DEVELOPED BY COACH LOWEN CLARKE AS AN INTRODUCTION TO ASSOCIATION CROQUET. IT IS A POWERFUL NEW TOOL TO HELP COACHES INTRODUCE PLAYERS TO THE WONDERFULLY RICH GAME OF ASSOCIATION CROQUET. IT ALSO ADDS ANOTHER GAME TO THE RANGE OF MALLETSPOUNTS CODES. IT IS A GAME FOR TODAY'S 'BRAIN TRAINING' AGE.

Double the fun.

Puzzle Croquet achieves a combination of the best of Golf Croquet and the best of Association Croquet. It has all the involvement of Golf Croquet in that all players are on the lawn together. It keeps all the social capacity of Golf Croquet. All players are in the game together and just as in Golf Croquet, as soon as a hoop is scored, it becomes 'dead', and the players then focus on the next hoop. But here's where it gets really interesting. Puzzle includes all the best association shots. Players use croquet shots, rushes and continuation shots.



Why Puzzle Croquet? The ancient sport of croquet with its roquets, croquets, one backs, rovers, lines of swing, ratios and divided angles is a real challenge.....and that's why it's so loved. But, from a beginner's perspective, it's a real nightmare. Generations of players have struggled with the concepts of croquet. Here at last is a practical and fun way to teach groups and individuals the skills and concepts behind the game. No more struggling with players who get left behind; everybody stays together in a group, learning together. No more missed roquets with players left out of the game and the learning curve. No more impossible combinations of ball movements to get to the vital learning. It's fun, easy and, at last, easy to coach.



Lowen is a Level Two Coach, and has been the State Team Coach, coaching Victoria to a National win. In Puzzle Croquet Lowen introduces to players some of his knowledge and experience in developing good play. Players learning Puzzle will find that without even realizing it they have developed a great understanding of croquet.

'I have spent a great deal of time considering how to create an Association Croquet game that will appeal to today's market. I hope I have achieved that with Puzzle Croquet.'

Contact Lowen for more information on Puzzle Croquet, or to introduce Puzzle Croquet to your Club Phone : 0414 745 731, or email Lowen direct at lowenclarke@iprimus.com.au

PUZZLE CROQUET OVERVIEW :

Puzzle Croquet is a variety of Association Croquet.

The 'Puzzle' is the solving of finding the pathway of the Striker's ball to the contested hoop using the one ball/two ball (croquet) shot sequence in a six shot Innings. A Game is made up of separate Contests for Each Hoop. The Puzzle is a 'Transport' type puzzle. In Puzzle Croquet, you are automatically awarded an Innings sequence, going straight on to a croquet shot (the name of the game !) by being given 'Contact'. The full 6 shot Innings sequence of one ball/two ball shots with all four balls is followed and then 'Contact' and an Innings is awarded to the Opponent. Once a hoop is run and scored, that Contest is over and the next hoop becomes the contested hoop. Each Contest may have many Innings, if neither player can solve and execute the Puzzle. So, if a hoop is not run by a player who has played all the balls, the opponent gets 'Contact'. 'Contact' means you pick up your ball and put it next to another one for a two ball croquet shot.

Two ball shots can be take offs, rolls or splits, and you will soon get skills with them. **In summary, the 'Puzzle' is a fully played out Association Croquet innings sequence of six shots, but there is no initial roquet, and Contact is given after a full sequence of six shots has been made. So, if a player doesn't run the hoop, the opponent has a turn and chance to solve the puzzle.**

End of turn occurs after a full innings or if a target hit is missed, or if there is an error or fault in the two ball shot.

Puzzle Croquet is just like Golf Croquet but you use the full Association Innings sequence.

Puzzle Croquet is just like Association Croquet, but one hoop is contested at a time, and 'Contact' ensures you get into the game.

Two ball shots can be take offs, rolls or splits, and you will soon get skills with them. A coach will need to show you Shot Production, hopefully, as you learn.

WHAT IS ASSOCIATION CROQUET ?

Association Croquet is one of many 'Grab and stash' type sports. Football, basketball and many others centre on this strategy. A particular action gains possession of the ball, or control of the playing arena, and an opportunity is afforded to attempt to get the ball to the goal, nest or gate, and 'stash' it. In all such sports, there is the tactical problem of 'How to get the ball to the Goal'. Sometimes, it is via team mates, sometimes extra shots. In effect, 'How to get to Goal' is a Puzzle that needs to be solved. In croquet, a rotation of one ball and two ball shots means that finding the solution to the pathway question is complex. In croquet, the sequence of one ball/two ball shots and the layout of the court have evolved to make the game interesting and diverse in the skills sets used.

So, at its basics, Croquet is a Puzzle game based around an easily understood football-like concept. Naturally, physical execution of the solution to the Puzzle involves all sorts of sports psychology and skills acquisition.

Other Booklets of the Puzzle Croquet System :

- A General Overview of Puzzle Croquet : to explain the game to all Players, new and experienced.
- To Coaches and Administrators about Puzzle Croquet Coaching and the Game.
- Program One : From New to Single Puzzle : to introduce players who are new to malletsports or have played Golf Croquet to Puzzle Croquet.
- Program Two : To Double Puzzle : for Association Players or Single Puzzle players about Double Puzzle Croquet, with some game play samples.
- Coaching Program for Association Croquet Players

The Innings Sequence :

The one thing to remember is that an Innings of play is made up of a continuous rotation of One ball and two ball shots. This is to make things diverse, interesting, and rich.

A full Innings sequence is made up of

Shot One : Two Ball

Shot Two : One Ball

Shot Three : Two Ball

Shot Four : One Ball

Shot Five : Two Ball

Shot Six : One Ball, to run the Hoop, i.e., score the Goal

In order to show the pattern clearly, the two first examples of play shown below will show a 4 Shot innings. In an innings in the game, all 6 shots must be played, and all 4 balls used.

Here's the layout :

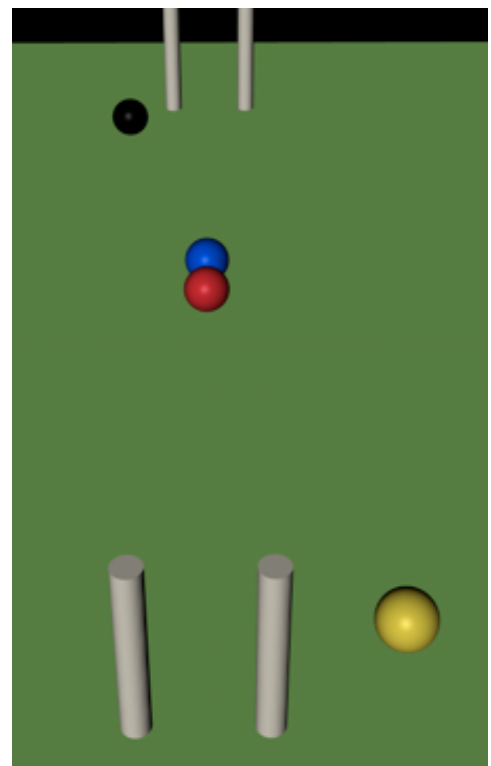
Here are two Goalposts, and Yellow ball at one, to the side and Black ball at the other.

In the middle : Red and Blue.

We start off, BY PRESUMING a Mark of a football, or catch or whatever, and we are entitled to an innings.

THE PUZZLE : Our aim is to use the Shots in the Innings Sequence to transport Blue (the Striker ball) to the front of the goal, and shoot for Goal, (in croquet terms : to run the hoop).

THE PLAN : To do a two ball shot that takes us closer to the ball near the Goal, and then hit it, and then do another two ball shot to get in front, and run the Goal.



LEARNING TO WATCH FOR :

It is worth mentioning that for a two ball shot to happen, one of the balls would need to be picked up. In Croquet, the ball that is picked up, is the Striker's ball. You will see later, how this will affect the task of moving the striker's ball to the hoop.

**PUZZLE CROQUET = ASSOCIATION + CONTACT + SINGLE HOOP CONTEST
= ASSOCIATION - ROQUET - BREAKS**

PUZZLE CROQUET = GOLF + CROQUET SHOTS + ASSOC 6 SHOT SEQUENCE

IT'S A COMPLETE COACHING SYSTEM AND A NEW MALLETSPOUT

PLAN IN ACTION : IN THESE FIRST TWO EXAMPLES, WE ARE JUST PLAYING SHOTS ONE TO FOUR, TO SHOW THE PATTERN IN ACTION :

Shot One : Two Ball : So, we start with a two ball shot. Pick up Blue, and put it next to the Red, to do the simplest type of two ball shot, called a Take off.

(SHOT PRODUCTION : THE TAKE OFF : THE COACH WILL SHOW YOU HOW TO PREPARE THIS SHOT. GOLF CROQUET PLAYERS CAN SEE THAT THIS IS THE POSITIONING SHOT, HITTING TO A SPOT)

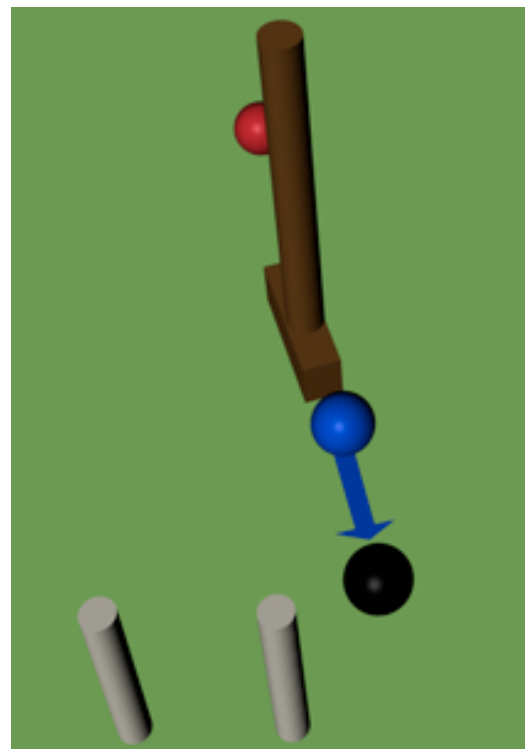
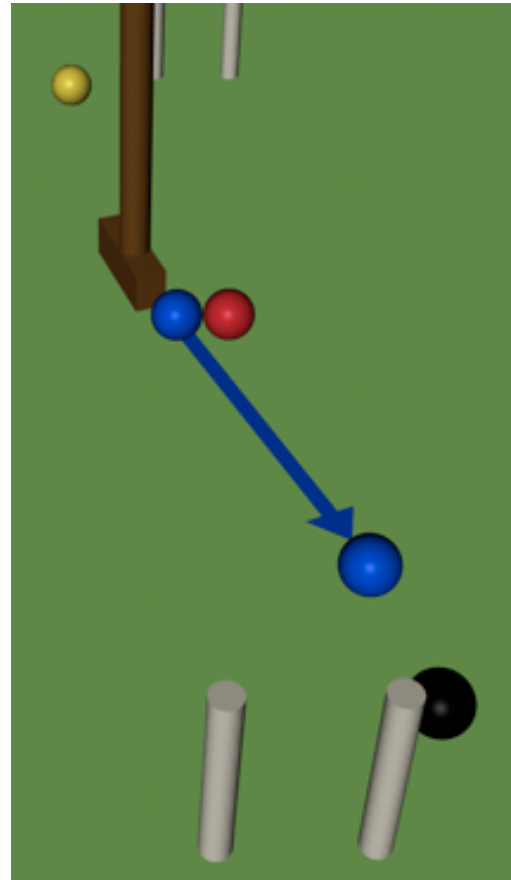
Now hit gently so that the ball that stays at least wobbles, and moving the Blue ball towards the Black at the Goal.

Try to get close enough that you can then hit the Blue onto the Black comfortably.

(POSSIBLE LEARNING : Probably, in the first attempt, you will hit too far past or not far enough. Then, you might miss the target shot : well, this is fine, as it then shows straightaway, that an innings ends if the ball misses or if the two ball shot is faulty.)

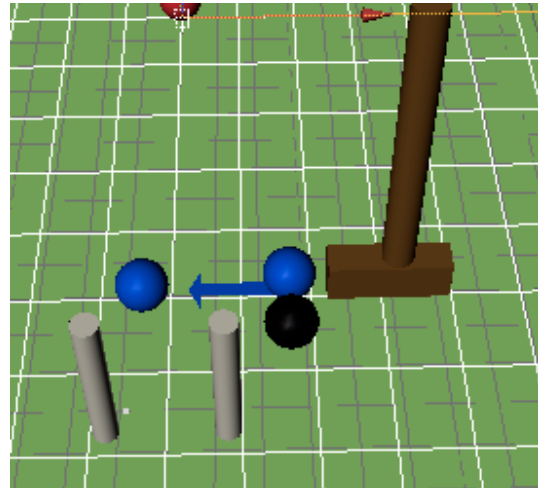
Let's presume that you got a good position :

Shot Two : One Ball : now, Blue hits Black. It could be seen as passing the ball to a team mate, closer to the Goal.



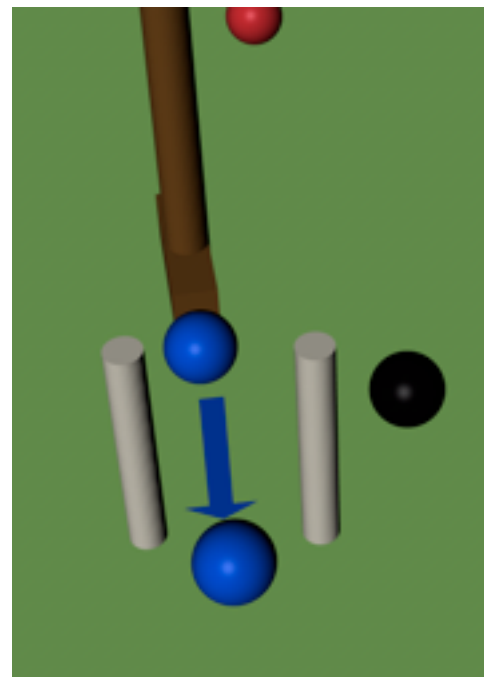
Shot Three : Two Ball : Now, a Two Ball shot, and you pick up Blue, and put it next to Black, and take off again, to a position in front of the goal.

(If you hit too hard and go through, that is the goal scored, and the innings ends.)



Shot Four: One Ball : Good, now, hit the Blue ball through the hoop. One Ball Shot.

Great, score the point. End of innings.



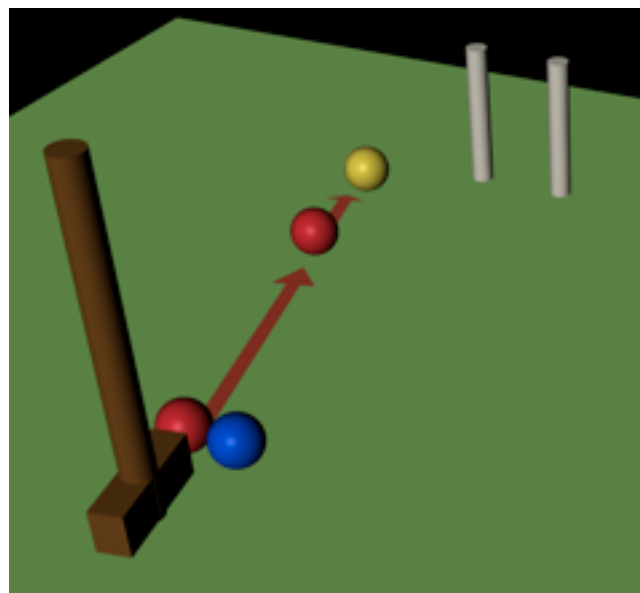
NEW INNINGS : RED'S TURN

Put Blue back to the middle for the moment. Now Red has the innings.

PUZZLE : Our aim is to use the Shots in the Innings Sequence to transport Red to the front of the other goal, and shoot for Goal.

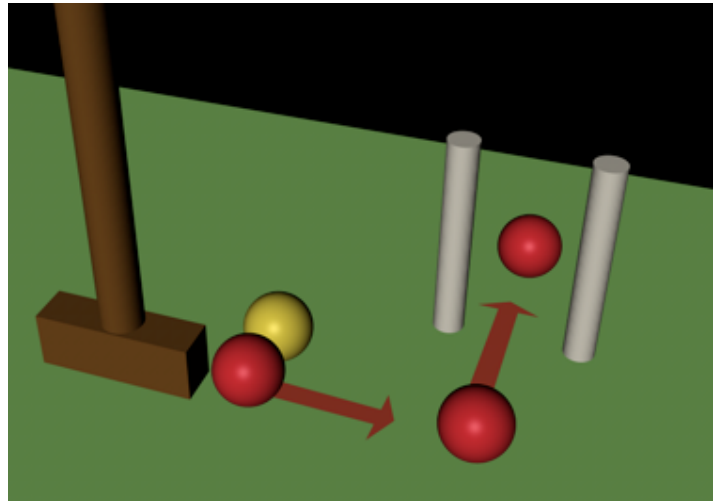
PLAN AND RESULT :

Shot One : Two Ball : Red takes off, and gets close to Yellow,
Shot Two : One Ball : Red hits Yellow,



Shot Three : Two Ball : Red takes off,
and gets good position,
Shot Four : One Ball : Red runs the
hoop.
(LEARNING : if you couldn't run the
hoop - what would you do ?)

Great : now you have the basic
sequence.



A FURTHER ADVANCE IN THE 'TRANSPORT PUZZLE' : **NEW INNINGS : BLUE'S TURN**

So, let's advance a bit : Red has just run the goal/hoop. Don't put it back in the middle :
leave it where it is. It is now Blue's Turn, to try for the First Goal again.

That is, we will play the next Innings from where the balls are. It gives us an extra ball to
work with, and extra ball movements.

In a sense, this is a Transport Puzzle, and the idea is to get the Striker ball to the goal - but
the peculiarity of croquet is that to make the two ball shot work, you pick up the striker
call : so you can use another ball to do the transport with : this is called a 'Rush'. It is
propelling another ball to a particular place. In effect, you rush a ball to where you need,
and pick up your own ball and walk it to where the rush went !

The idea is to do as much of the Transport with simple shots, and save the two ball ones
for complicated stuff later, or for getting out of pickles !

This concept will get you right from Puzzle croquet to the top level of play, the legendary
Sextuple !

Again : Get behind a ball for a 'transporter' shot, the rush, do the rush, and then carry your
ball to where the rushed ball has gone !

SHOT PRODUCTION : THE RUSH

*So, for this, the coach will need to show you some shot production of a Rush, and he
might show you how this works for the two ball shot too !*

Golf croquet players know this shot well : the stun shot !

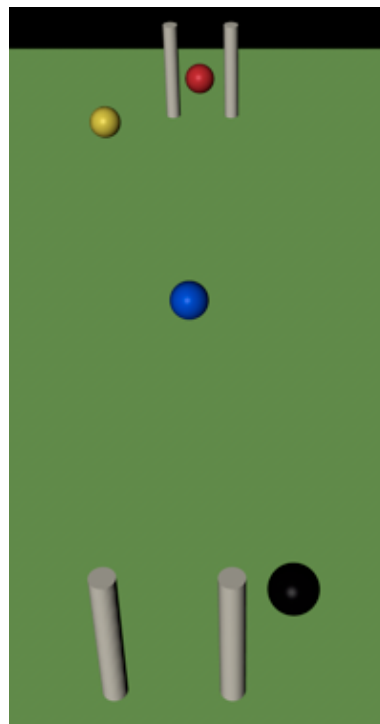
Let's look at the Innings for Blue :

THE PUZZLE : for Blue to make a journey to the front of Goal and run the Goal. Our aim is to use the Six Shots in the Innings Sequence to transport Blue (the Striker ball) to the front of the goal, and shoot for Goal, (in croquet terms : to run the hoop).

THE PLAN :

It is Blue's turn, and we are heading for the other hoop. Black is up there already, so the innings should be easily enough.

We will put Blue to Red (contact), and take off, and then land near to Yellow, but at a spot where we can 'RUSH' it at least part way up the court, to keep things easy, then we can take off and get near Black, hit Black and take off to the hoop again and run the hoop.

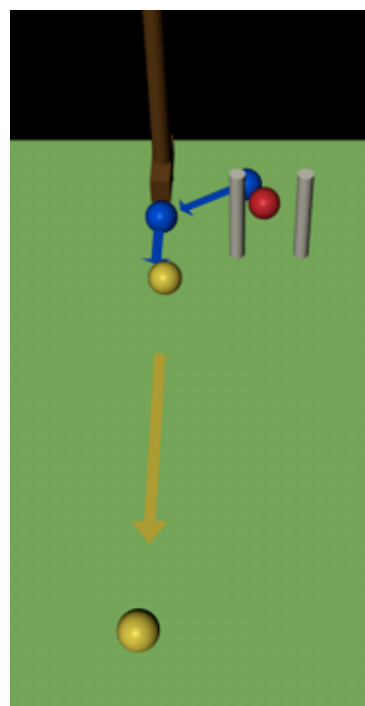


ACTION :

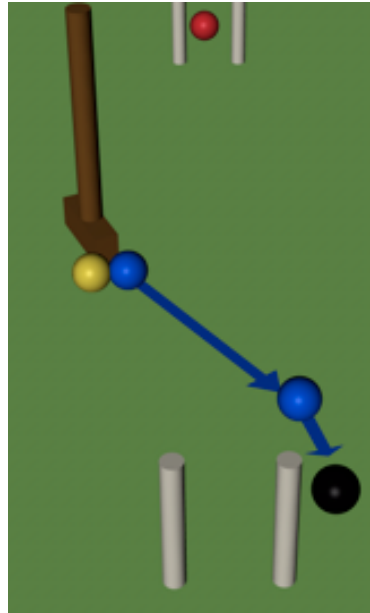
Blue is put next to Red, behind the Goal/hoop. Now, take off to here, and now do the special shot that propels Yellow towards the Black.

This is already a rich experience.

This is the Golf Croquet Stun shot in a different context.



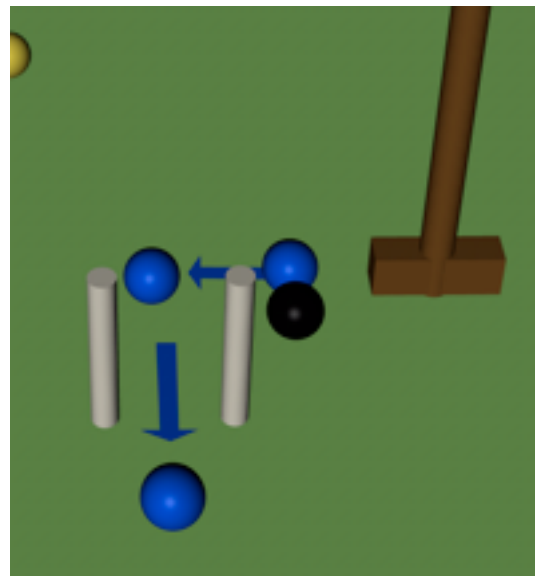
Great. Now pick up Blue.
Now 'take off', and then hit Black,



and 'take off' again : great.

Now run the Goal.

You are now using sophisticated thinking !



NEXT INNINGS

Let's play another a couple more innings, and see what happens if there is no ball near the hoop :

This will happen soon because now, Red will pick up and also, we took Yellow away from the Goal; now the rush is a bit more critical.

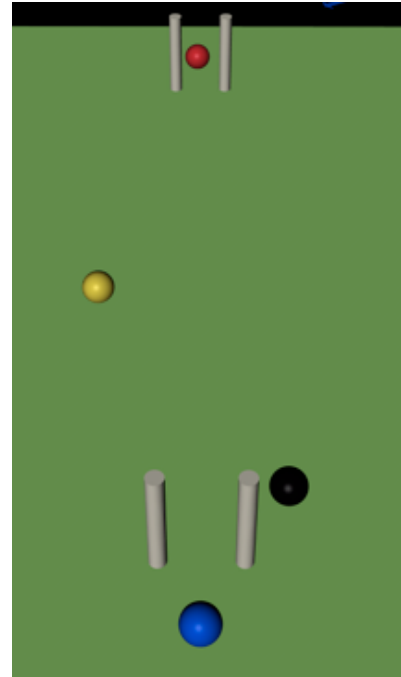
What we have :

THE PUZZLE : Red to get to the other Goal/hoop and run it.

Blue is on other side of hoop

Black is near hoop

Yellow is in the middle



THE PLAN and ACTION

Pick up Red.

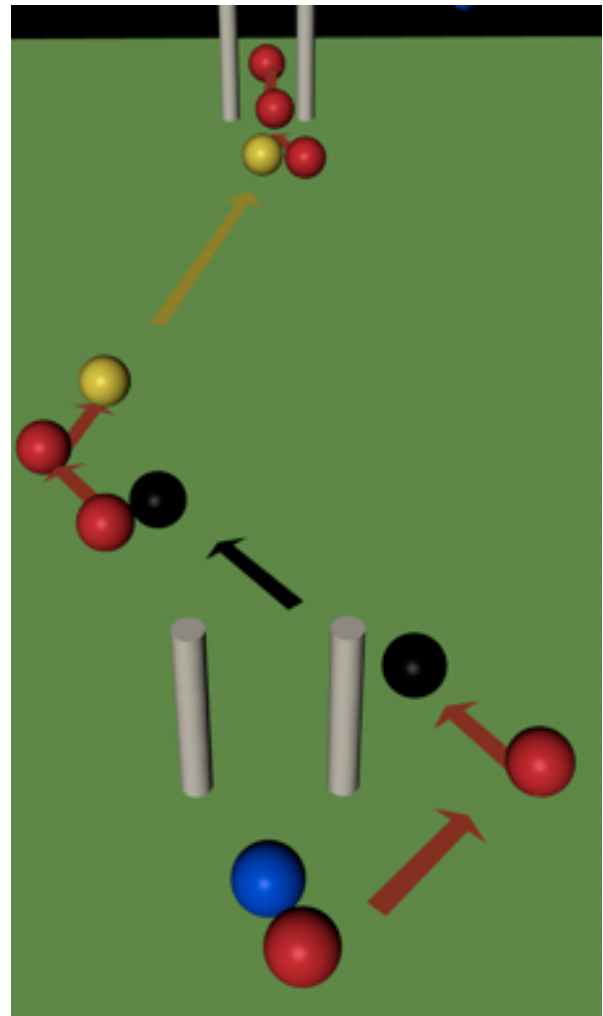
Put Red to Blue, take off to get to rush Black to Yellow

Good, now rush Yellow to the hoop.

Now take off

Run hoop

LEARNING : That was two rushes to get somewhere !

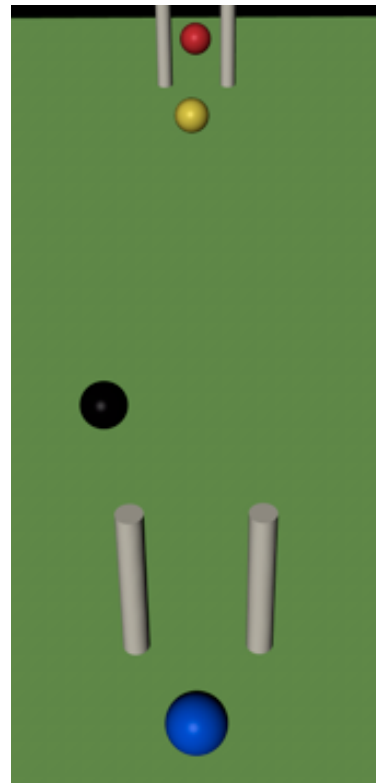


NEXT INNINGS

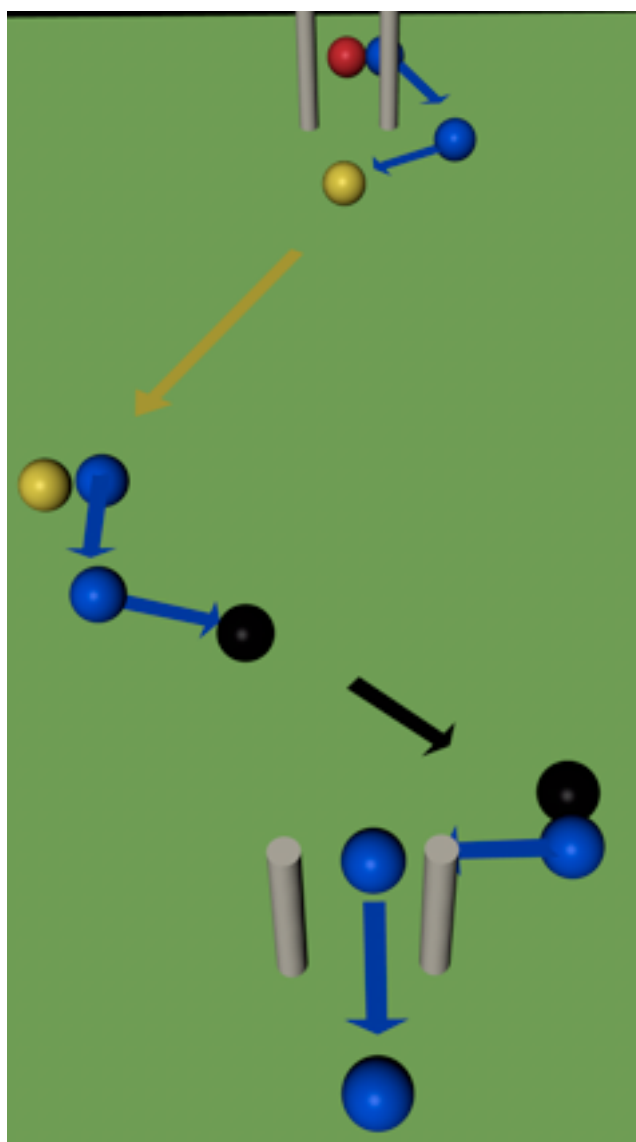
THE PUZZLE

THE PLAN

The Plan for Blue : With Hoop 2 with no ball near :
Blue contact with Red, take off to ensure rush on
Black, Rush black to yellow, take off to get rush on
Yellow to Hoop.



ACTION :

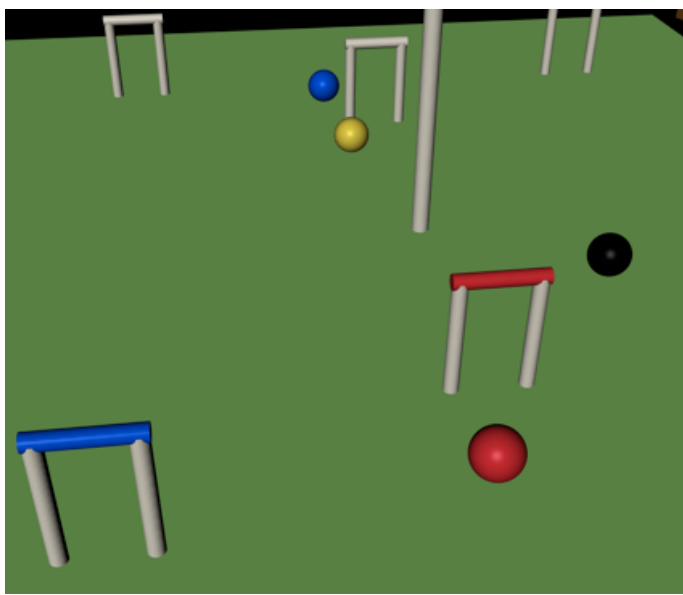


NEXT LEVEL

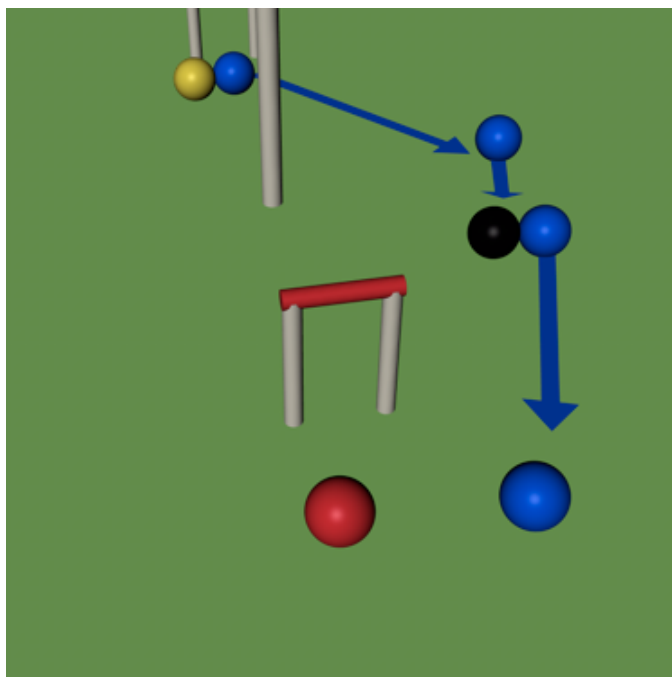
Maybe, the coach will now put a hoop there instead of the goal, and things get a bit more tricky ! And maybe the journey Puzzle will be to get to Hoop One on the full croquet court and run the hoop !

CONTEST FOR HOOP ONE :
All two ball shots can be Take offs.

SOLVE THE PUZZLE : HOW DO I GET BLUE TO HOOP ONE AND RUN IT ?
Work out pathway.



SHOT ONE :
contact two ball shot : Blue takes off from Yellow towards Black
SHOT TWO : one ball shot : Blue hits black



SHOT THREE : two ball shot : a take off from Black towards Red

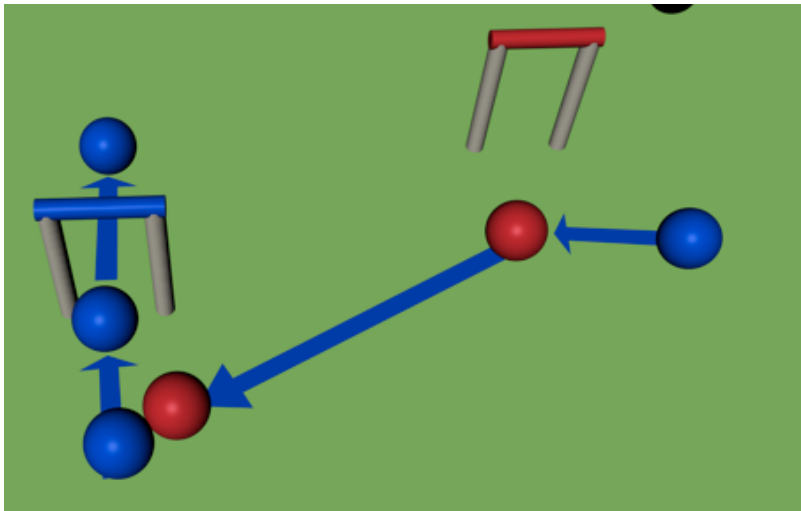
SHOT FOUR : one ball shot : to rush/stun the Red ball to the hoop

SHOT FIVE : two ball shot : Blue takes off from Red at hoop to put Blue in front

SHOT SIX : one ball shot : Blue runs hoop.

Now Red's Turn, Puzzle is the pathway for Hoop 2, the next Contest.

If Blue did not run the hoop, Red would pick up and take contact, probably from Yellow.



CONCLUSION :

Now you have grasped the important basics of croquet : Well done !

PRACTISE THIS ON THE COURT AND THEN READ PROGRAM TWO : FROM SINGLE PUZZLE TO DOUBLE PUZZLE. YOU NOW KNOW WHAT YOU NEED TO GO TO THE NEXT LEVEL -THE DOUBLE PUZZLE.