

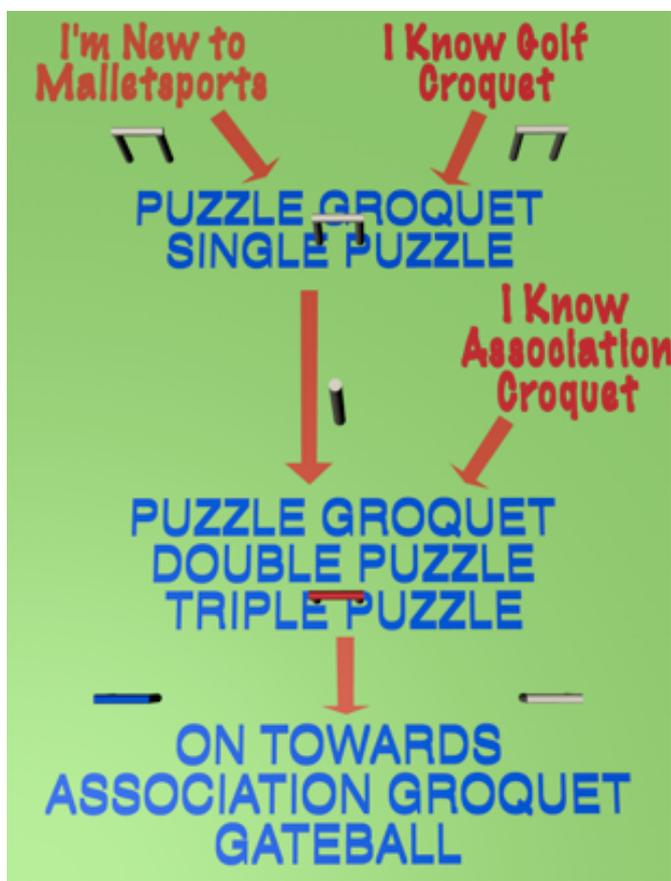
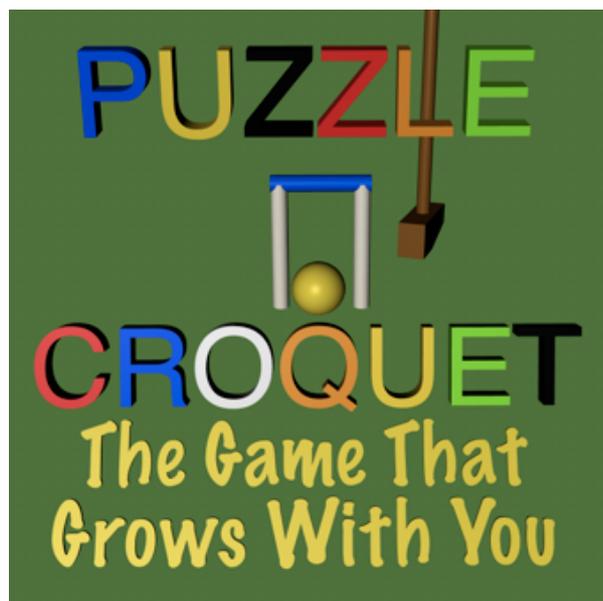
PUZZLE CROQUET

(C) 2009 Lowen Clarke
AUGUST 2009

PROGRAM TWO : FROM SINGLE PUZZLE CROQUET TO DOUBLE PUZZLE CROQUET.

Hi, and welcome

This is to show both players who have achieved Single Puzzle Croquet, and Association Players how to move to the Double Puzzle level of Puzzle Croquet.



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



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

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

IT'S A COMPLETE COACHING SYSTEM AND A NEW MALLETSPOUT

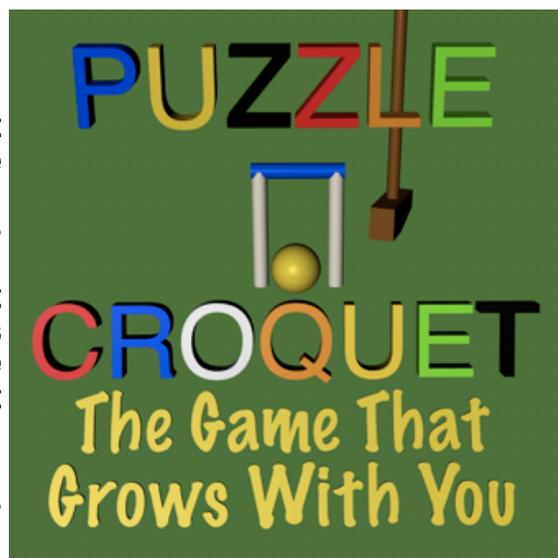
'PUZZLE CROQUET'

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.

PUZZLE CROQUET GROWS WITH YOU ! THERE ARE EXTRA PUZZLES AS YOU GET COMPETENCE AND SKILL : For players new to the two ball shot or to malletsports, there is Single 'Puzzle' : working out the pathway to the hoop. For advanced players who know the two ball shot, there is Double Puzzle : 1 : work out the pathway to the contested hoop using all balls, and 2 : in that process, put a ball to peg. And for experts, there is also a Triple Puzzle : Getting to the hoop, Putting a ball to peg, and also Peeling a ball, which means putting the another through a hoop as well.

GENERALLY, PLAYERS WHO KNOW ASSOCIATION WILL PLAY THE DOUBLE PUZZLE LEVEL.

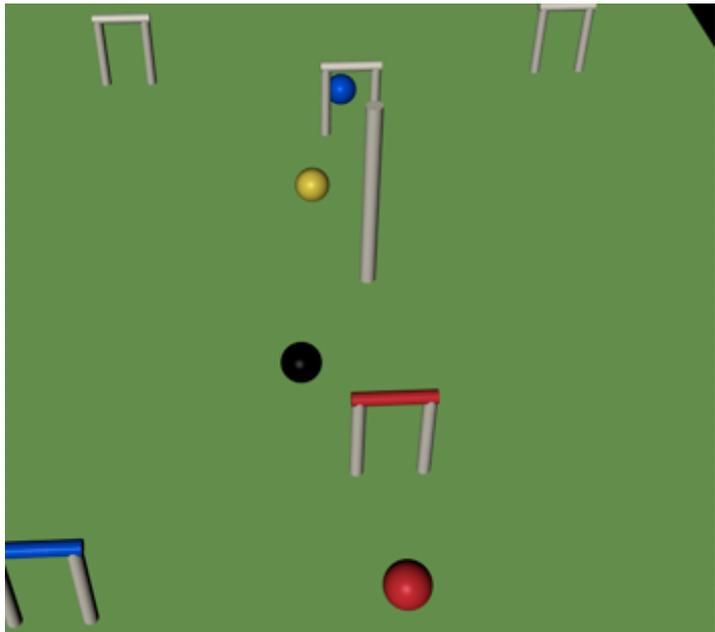
RECAP OF SINGLE PUZZLE :

We are heading for Hoop One.

SITUATION :

Note where the balls are.

PUZZLE : What is the Pathway to Hoop One ?



PLAN : Blue takes off from Yellow goes to get rush on Black, but can take off. We got the rush, so we use it as transporter, (rush and take off a good combination), presume on the rush, if not, two ball roll, or take off.

They arrive or not.

Take the Red from behind Rover across to Hoop One.

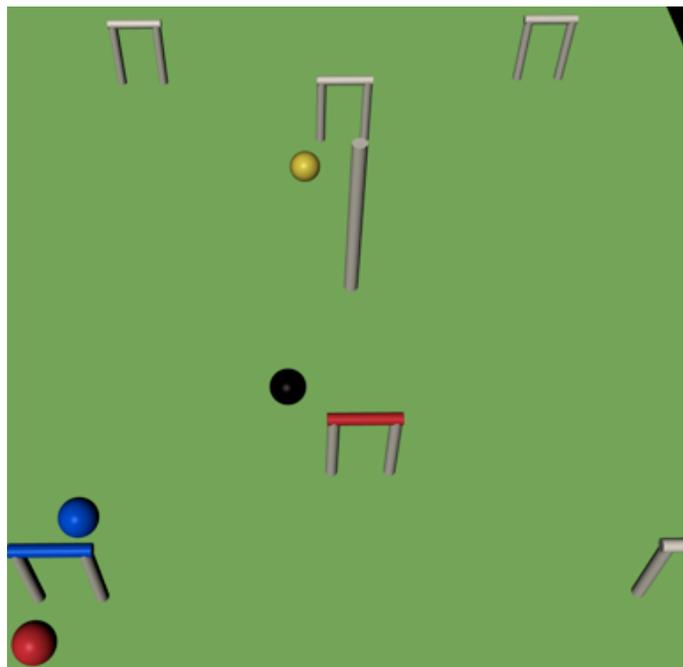
It gets a good spot, but behind : so take off. Good spot, now go through. Blue's point. Red is sitting there, and it is now Red turn.

NEXT INNINGS :

AFTER A HOOP IS RUN, THERE MAY BE HOUSEKEEPING TO DO.

SITUATION : RED'S INNINGS

BLACK NEAR rover, or 5, Yellow near 6, so it is a great path : we can take off from Blue, to get the rush on Black to Yellow and rush Yellow through to the Hoop 2



LEARNING DOUBLE PUZZLE CROQUET :

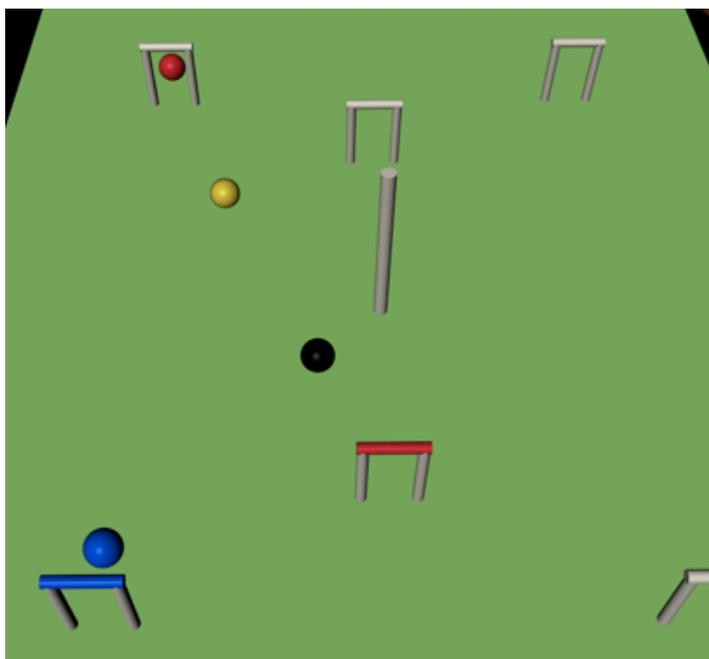
When players are skilled : One take off only rule applies : this seems to presume on some two ball skills acquisition, but players actually can work the shot out reasonably well as they go. This is quite different coaching, and it is exciting to see how players can learn together quickly.

The Double Puzzle :

- 1 : how to do find the pathway to the next hoop and
- 2 : put a ball to Peg.

Firstly, a coach might show the players the accuracy needed to do that by Rushes and take offs only : if they could do that, they would be playing at Sextuple level, so the Two Ball shots help in the ball movements.

The following is a possible scenario for Three Hoops of Play of Puzzle Croquet : So, let's look at this for three hoops : to show how Puzzle Croquet is played, and would be played by the learner who has got this far and the long term player who needs an easier game, and for the elite player who needs some corrective work on ball movement.



To begin with, the players have thrown balls on to the court, roughly within the boundaries of the four outer hoops. This is to avoid border play.

SITUATION :

Blue's Turn.

So we have blue behind Hoop One, and Black at Rover, or 5 and Yellow near 6, and Red behind Hoop 2

PUZZLES :

Puzzle 1 : find the pathway to Hoop One.

Puzzle 2 : also put a ball to the peg.

We would like to see the Red put straight in to the Peg, and go to Black, and preserve the take off we are allowed. (It would be fine for this exercise to let players have two takeoffs still, if the learning is slow.)

PLAN : I am proposing a flat shot to put red to peg and get rush on yellow. Rush the Yellow to the Black, stop shot to ensure the rush on Black, and use that as transport to the front of Hoop One, where a take off or classic hoop approach would be made.

An alternative is to take off from red (using up the take off, and rush the Yellow past the Black and two ball it.)

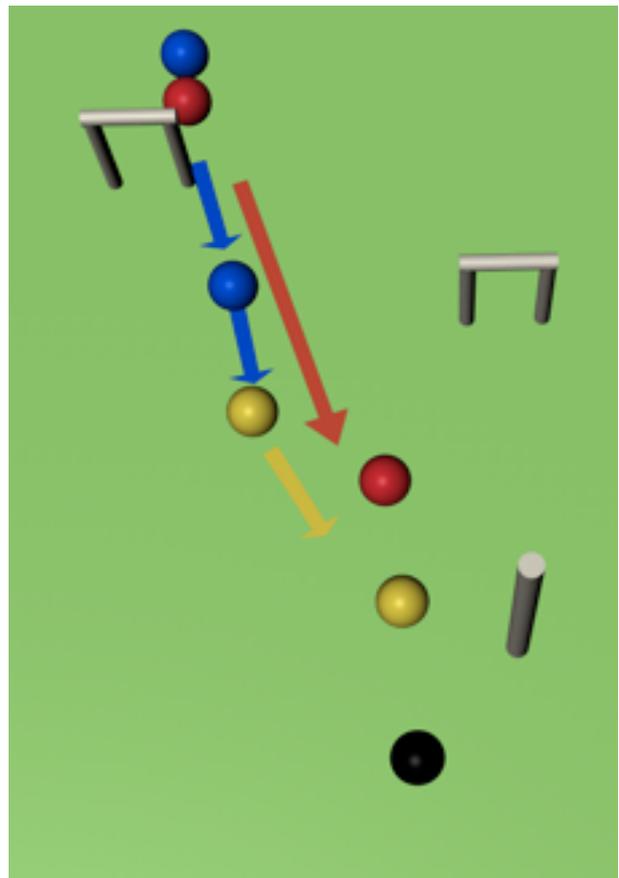
POSSIBILITIES

So, for this situation : these are the answers for the levels they are at :

The first is to do the two ball straight up, and that has the advantage of preserving the take off, and puts the riskier shot up front, and the other one is the take off to the yellow to ensure the rush which is also a good choice,

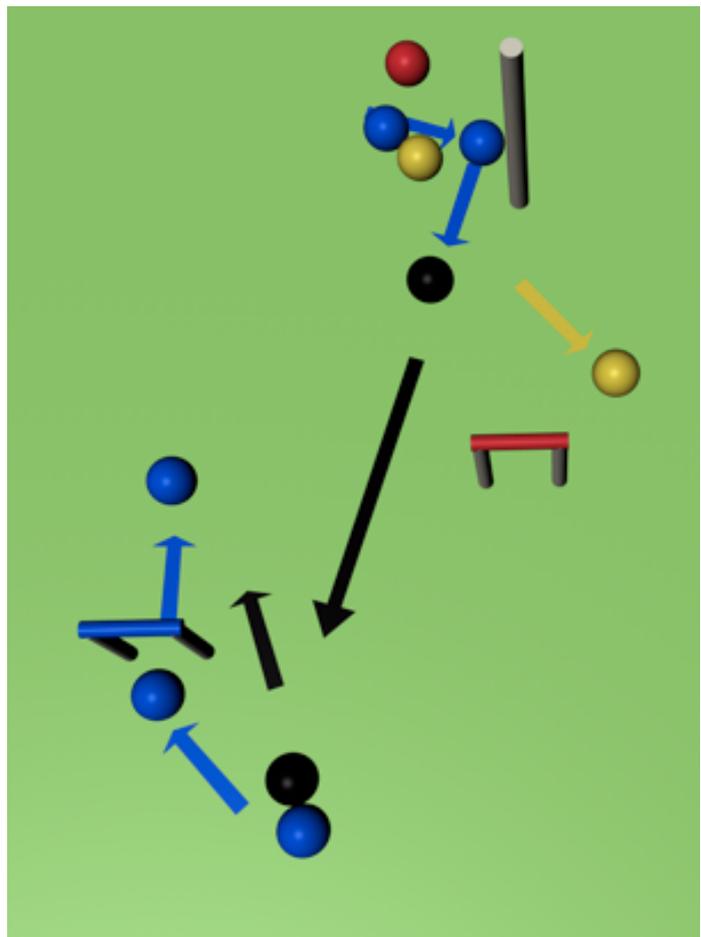
The second croquet shot, that they have to do, is a free choice, just for players to enjoy the shot.

It is intended that the player should keep the balls within the boundary of the four outer hoops. (Later, this rule could be set aside by agreement : this will mean learning the difficult task of getting balls off borders, and increase aggressive leave making.)



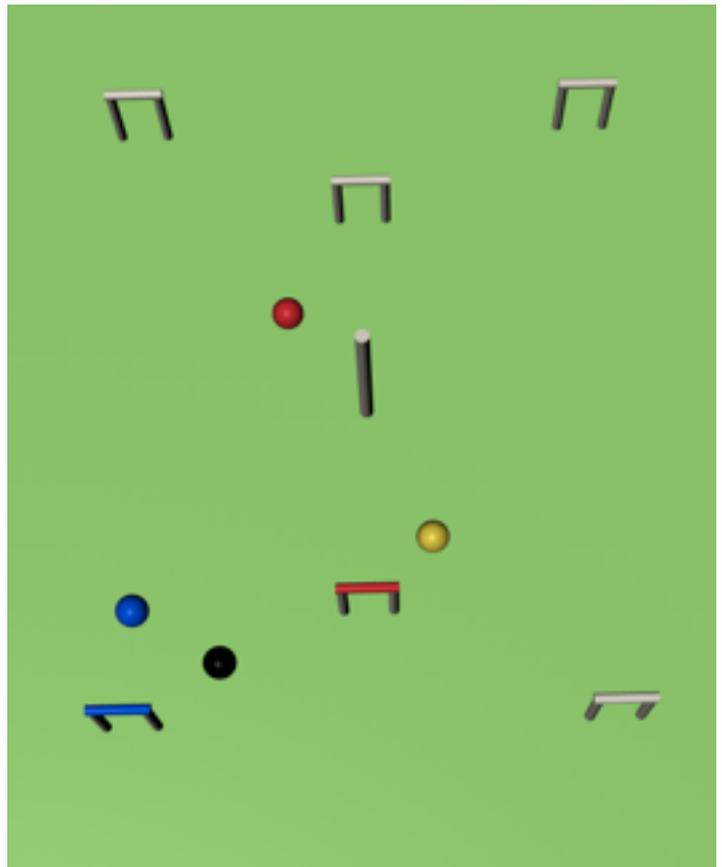
Blue in a two ball shot to put Red towards Peg, and go to Yellow to use it as transport to behind Black

Blue rushes Black to Hoop 1, and does a standard Hoop Approach shot and runs the Hoop.

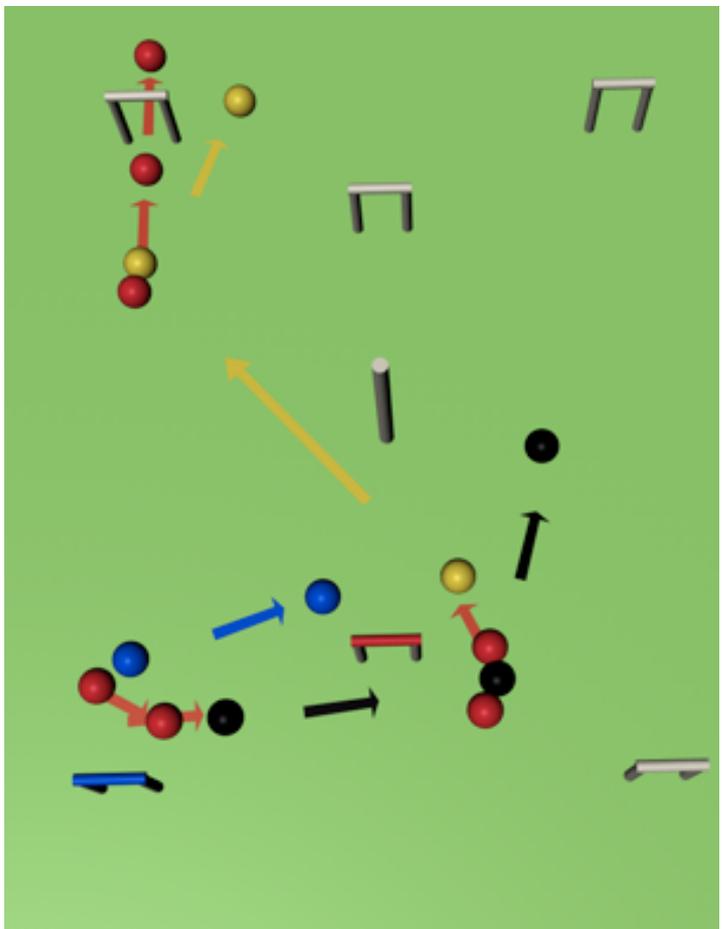


Now, it is Red's turn, and this is the SITUATION. What is the Puzzle ? To find a pathway to Hoop 2, and put a ball towards Peg

These are the two problems to solve.
What are the POSSIBILITIES ?
What is the workable answer ?



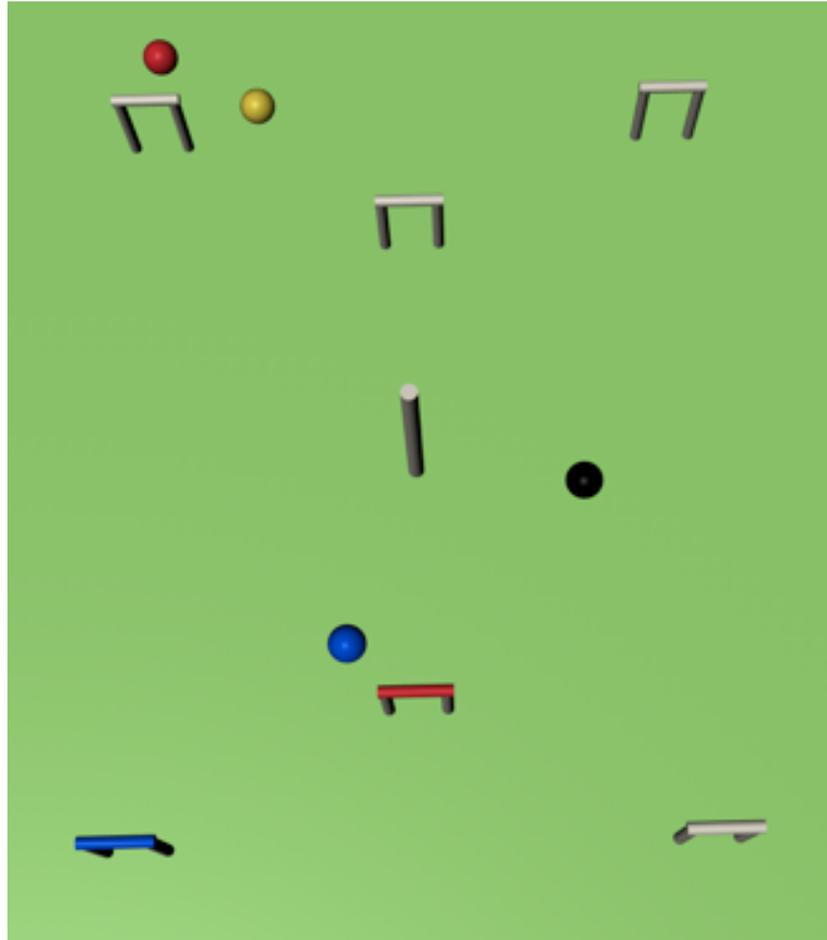
Red takes contact on Blue, and puts Blue towards Peg, gets a Transport Rush on Black to behind Yellow, Transport Rushes Yellow to Hoop 2, and does a standard Hoop Approach and runs the Hoop.



Now it is Blue's turn, and the Puzzle is to find the pathway to Hoop 3. After a short while, the learner player will do so, and the existing player, even up to elite will soon get it right, as after the balls in a sequence are used, the opponent has contact.

Let's say that Red could not run the hoop : did it jam in the hoop, or did the player realise it could not , and fired it away ? Blue has Contact on any Ball, and has to use all balls to create the Pathway to Hoop 2.

There are now, many possibilities, and the player still has to concentrate on the ball movements : it is amazing how even an experienced player can fail to make a loaded hoop.



This is where Puzzle Croquet gets a player really working out the ball movements.

CONCLUSION :

So, Puzzle Croquet can be used at all levels of player experience, and may well be the game of choice for a year or two while the player is also learning to put this together into the Four ball break, and also playing Golf Croquet, gradually building their Target shot, the Roquet. They would then be well prepared for a tournament of Association Croquet.