

An introduction to 'Kwik Croquet' - Would you like to try it next season?



The Action for AC group are running several trials next summer. One of them is "Kwik Croquet" a new version of croquet.

We hope this new 'learners' game, will be attractive to both GC and AC players. It will suit complete beginners, or those GC players wishing to 'give AC a go'.

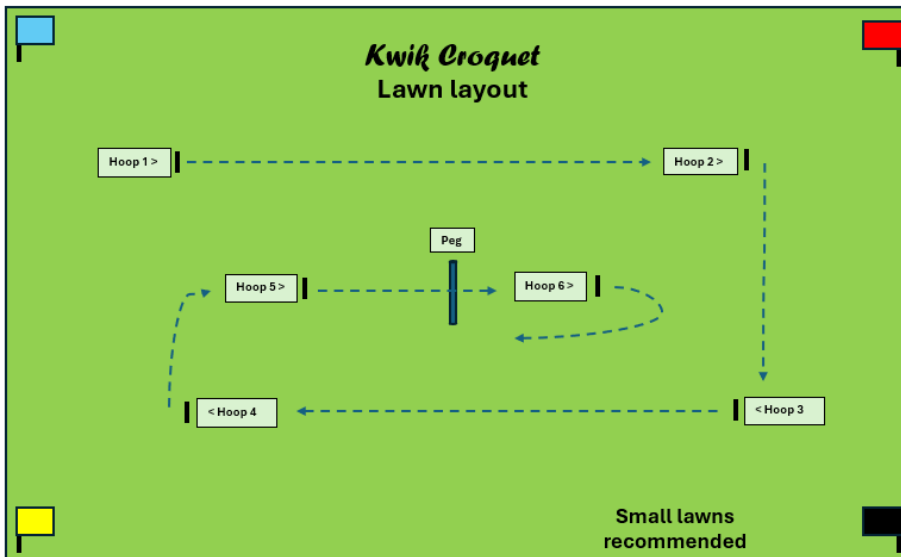
A game in its own right, it's quick and easy to learn. Playable on either full size or smaller lawns, it can also be enjoyed by current members of clubs who only have an hour or two to spare.

Having said that, we think well established AC players, might be better advised to use the time to play a game of Short Croquet or 14point AC instead. This is another one of our trials next year (see more on the Action for AC webpage: ["Action for AC webpage"](#))

Kwik Croquet Rules (KC)

The aim of the game is to score 6 hoop points in order and then the peg point for both of your balls or to be ahead of your opponent after time has expired. The game finishes exactly when time (usually an hour) has expired.

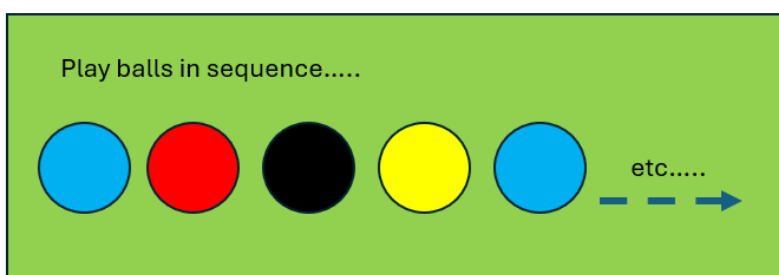
The points scored are counted to determine the winner.



Set a time limit

Kwik Croquet 6 hoop lawn set-up

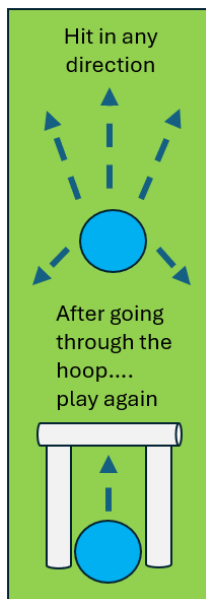
1. We recommend a "One hour" time limit.
2. Singles or Doubles, Red and Yellow play against Black and Blue.
3. Unlike the full game of AC, the balls are played in sequence – Blue, Red, Black, Yellow, Blue.... etc., (See the order on the peg).



Play blue, red, black, yellow, blue, red.... And so on

4. Each side races to score the six hoops in order (see diagram) for both balls, plus hitting the peg at the end. That's 14 points in total. The first player(s) to do this are the winners.

5. The start: each player starts a mallet length from in front of the first hoop.
Note: if the first shot does not score the hoop the ball is removed and tries again when it's next their turn. Second and subsequent attempts can be from approximately half a mallet length.
6. Each turn: When it's your turn to play you can hit your ball only once, unless you earn extra shots:



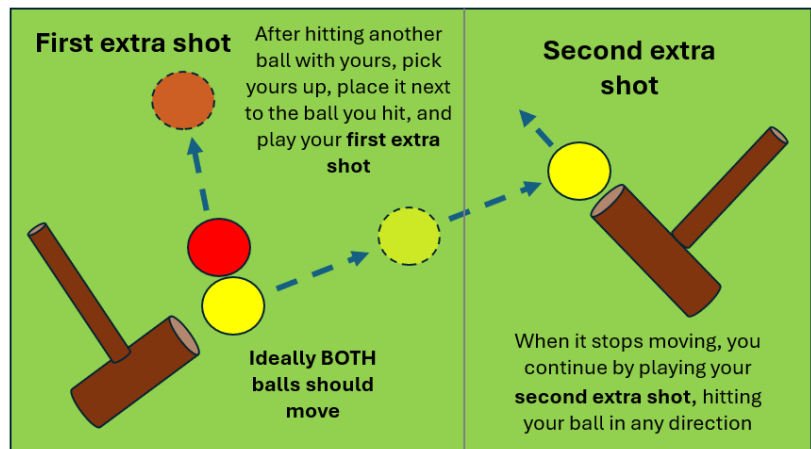
Hoop extra shot

a. One extra shot is earned by scoring a hoop in order.

and

b. Two extra turns are earned if your ball hits one of the other three balls. The first of the extra turns is taken by placing your

ball in contact anywhere round the ball you hit. If in the first of these extra turns your ball goes off the lawn you lose your second extra turn.



First and second 'extra' shots

7. You may only hit each of the other three balls ONCE per turn.
8. Once a ball has made the six hoops in order it can be pegged out (thereby scoring the seventh point). But a pegged-out ball is removed from the lawn and loses its turn in the sequence.
9. We recommend using a clip to show which hoop each ball needs to go through next.

So, what are the tactics?

Well, when it's your turn to play, you might consider hitting your ball:

- towards your next hoop; or
- towards/near your partner ball; or
- through a hoop (gains an extra shot)
- onto another ball (gains two extra shots)

What are the key differences from GC or AC?

For those who already know the rules of Association Croquet, the following are the key differences:

- Balls are played in sequence
- You can only hit the other 3 balls once per turn, not once per hoop!
- There is no wiring relief
- No fault is made if the ball is not shaken or moved in a croquet shot (although this is still very much the intent)

And for those of you who already know how to play GC, the following are the main differences:

- There are extra shots when you run a hoop or hit another ball
- Each ball can be for a different hoop
- Balls come on a mallet length when they leave the lawn

And finally, this is a quick moving game with short turns. If all the players want to stay on the lawn (not in someone's line of sight of course), then go ahead.

