



WATFORD (CASSIOBURY) CROQUET CLUB 1-DAY TOURNAMENT

 Association Croquet

Saturday 24th September

Manager: Simon Hathrell

Start time: 9:30am (finish estimated no later than sunset, about 7pm)

Entry fee: £5

Participants	Handicap*
Terry Mahoney (St. Albans)	1½
Arthur Reed	2
Geoff Johnson	9
Alan Clark	11
Robin Barry	11
Adam Huby	12
John Moore	14
Thomas Cullis (St. Albans)	14
Joshua Critchlow	20
Rick Weinstein (Hampstead Heath)	20
Heather Bennett (St. Albans)	24
Janet Carleton	24

Format

Unless circumstances on the day dictate otherwise, the tournament will comprise

- A single block, players competing in 4 rounds using a Swiss format
- 2-hour time-limit per game
- Shortened 17-point games (see below)
- Handicap Advanced rules (using full bisque handicap to base 10)

The winner will be determined by the number of wins, then if tied by the number of wins against those tied, then by the number of wins within time. If still tied, then a short test (see below) will be used as tie-breaker.

*Handicaps to be confirmed/updated if necessary on the day.

Arrangements

It will be quite a long day, so it is important that we stay punctual. There will be a short introduction at 09:15, and players may practice from 09:20. Play will start at 09:30am sharp, and there will be short breaks for lunch and tea between the sessions.

- Refreshments and a light tea will be provided for participants.
- Please bring your own lunches. Alternatively, the nearby Cha Cha Cha café opens from 10am to 5pm, and snacks can be purchased there.
- The Cha Cha Cha allows us to use their toilets while they are open.
- It should be possible to park all day for free in the streets adjacent to either side of Cassiobury Park. The free car-park at the end of Gade Avenue is also available.
- Dawson balls will be used.

17pt Handicap Advanced game format

- The 17pt game starts with all the clips on hoop 1 as usual. When a player runs hoop 1 with his/her first ball, the clip for his/her other ball immediately goes to 4-back. Lifts are still conceded as usual for Advanced Rules when a ball runs 1-back or 4-back for itself (but not when peeled). One consequence of this shortened format is that each player receives at most 3 lifts per game instead of 4, and free contacts under Advanced Rules never arise.
- The rest is as usual for a 26pt Handicap game.
- Each game counts for +/- 10 points on the handicap card.
- Handicaps are adjusted to allow for the shorter game. Since Advanced Rules may slightly benefit the stronger player, the standard handicap adjustment for 18pt games as per Appendix 8 in the Laws book will be used:

Handicap	bisques in 17/18pt game						
½	½	6½	4½	12½	8½	18½	13
1	½	7	5	13	9	19	13
1½	1	7½	5	13½	9½	19½	13½
2	1½	8	5½	14	9½	20	14
2½	1½	8½	6	14½	10	20½	14
3	2	9	6	15	10½	21	14½
3½	2½	9½	6½	15½	10½	21½	15
4	3	10	7	16	11	22	15
4½	3	10½	7½	16½	11½	22½	15½
5	3½	11	7½	17	12	23	16
5½	4	11½	8	17½	12	23½	16½
6	4	12	8½	18	12½	24	17

Winner

The tournament winner will be determined by the following:

- (1) The total number of games won.
- (2) The number of wins against those tied after (1).
- (3) The total number of wins within time if still tied after (2).
- (4) If still tied, then a winner will be determined by the following short challenge, which each tied player takes in turn:
 - (a) The player places his/her ball on the Corner IV yard-line spot, and a second ball anywhere on the court of his/her choosing (typically close to Corner IV for a rush).
 - (b) Starting with hoop 4, the player makes as many hoops as possible (in order) in one turn, using a 2-ball break and standard Association Croquet laws.
 - (c) If the scores are still tied the exercise is repeated by those still tied until a winner emerges.