

# Canberra Croquet Club

## Club Draw Guidelines

On Club days, the Captain is normally responsible for arranging the playing draw; in the absence of the Captain, the draw should be arranged by the Vice-Captain or a member of the Bisqueing and Playing Committee.

The aim of the draw on club days is to provide structured, meaningful and (hopefully) enjoyable games for members and any visitors.

It is not practical to have a completely random draw and players understand the need for some adjustments. These include:

- people in the workforce should have priority for singles games at weekends;
- draws should be aimed at having reasonably matched games unless the draw has been previously advertised as high/low, eg Saturday afternoon, or some other format;
- up and coming players usually welcome the opportunity to play stronger opponents;
- elite players should not have any special priority for particular lawns and must take their share of doubles and threesome play;
- lawns allocation should be designed to mix up club members as much as possible;
- it is worthwhile looking back over recent draws to ensure that people don't play the same opponent or frequently play a threesome.

It is normal practice to allow players to make their own decisions about what games they play. In general most prefer to play advanced games. However, there is a range of options and players should be encouraged to try out different formats, these include:

- advanced play
- advanced with a bisque on each turn a player is four or more points behind
- handicap play
- full bisque handicap or with a higher base, eg 10
- abbreviated games – 18 or 22 point
- alternate turn doubles

Where three players are drawn together, options include:

- conventional – the middle bisquer playing the 2 balls
- 'six ball' (at the start of each turn the player identifies which two pairs of ball will be used)
- 2 games, with the out player taking the next turn on either game (hectic but good to keep warm in winter)