PHYLLIS COURT CROQUET CLUB

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GC Handicap play

The following is a commentary for players new to this type of game, by way of an introduction If in the act of simplifying, anything that follows differs from The Golf Croquet Rules Fourth Edition (March 2014), it is unintentional and those rules of course override.

<u>General</u>

Handicap play uses the same rules as regular 'level' play, except that the higher handicapped player is given a number of 'extra-turns' by the lower handicapped player.

See the chart on the pavilion notice board for the amount of 'extra-turns' given. The higher handicapped player receives one token for each 'extra-turn' and hands it to his lower handicapped opponent as he uses each 'extra-turn' (we use Poker chips at PCC).

Players with a handicap 3 and under, should note the 2014 change to handicap arrangements and that they must play off of their 'effective handicap' and concede 'extra-turns' accordingly (see the displayed chart).

NO HOOP may be scored for the strikers side when using an 'extra-turn' stroke.

(If a hoop is 'run' for the striker's side during an 'extra-turn' stroke, the hoop is NOT scored, all balls remain in position and play continues with the next ball in sequence).

Hoops may, however maybe scored for an opponent (probably accidentally) with an 'extra-turn' stroke.

How to use an extra-turn

A player may use an 'extra turn (or turns), signally or in multiple, AFTER he has played a regular stroke.

Extra turn stroke(s) can only be played using the strikers ball that has just played its regular stroke.

The decision to play an extra-turn stroke must be communicated clearly to the opponent, who must delay his own stroke until after the extra-turn(s) has been played.

A player stating that he wishes to use an extra turn, may reverse that decision.

A player stating he does not want to play an extra-turn stroke, he may not then change his mind.

What is acceptable and non-acceptable

Both players have a responsibility of ensure the smooth running of the extra turn system.

It is acceptable to forestall your opponent from playing whilst a decision to use and extra-turn or not. (Not withstanding the general rule about playing with reasonable dispatch).

It is <u>NOT</u> acceptable to wait to see what line of shot you opponent is intending to play, before declaring your intention to use and extra-turn.

It is <u>NOT</u> acceptable to play deliberately quickly so as to deny an opponent an opportunity to consider a possible use of an extra turn.