**Association Croquet Skills Test**

Each of the exercises 1 to 7 comprises 10 attempts. The aim is to steadily improve results by focussing practice on the lowest scoring exercises. A player with a high handicap may only score 1 or 2 out of 10 at first, whilst a player with a low handicap might achieve a success rate of at least 7 out of 10. A ten-minute warm-up, and a couple of practice attempts of some exercises are recommended before starting to record the day’s results.

**Exercise 1 – Controlled Hoop Running**

Task: Run a hoop from one mallet-head length directly in front of the hoop, then back and forth from wherever it ends up each time. Player counts how many successful consecutive hoop runs up to a maximum of ten. If a player consistently scores highly, they can start from two mallet-head lengths directly in front of the hoop.

Success: One point for each hoop run that clears the hoop by at least a mallet-head width.

**Exercise 2 - Hitting-In**

 2 3 6

 5

 1 4

Task: Roquet a ball 3.5 yards away. This can easily be

measured by placing two balls level with hoop 5 and the

other two level with hoops 1 and 4. Repeat ten times.

Success: One point for each ball that is roqueted.

Alternatively: Place two balls level with hoop 6 and the

other two level with hoops 2 and 3.

If a player consistently scores highly, they can start from

level with the peg and aim at balls level with hoop 5 (or 6).

**Exercise 3 - Rushing**

 **HOOP**



 DIRECTION

 REQUIRED

 🡨 BALL TO BE ROQUETED

 🡨 IMAGINARY BALL

 🡨 STRIKER’S BALL

C1

Task: Rush a ball 8 yards by rushing a ball on any corner spot

to a marker peg placed one yard in front of the nearest hoop.

The striker's ball should be placed one mallet-head length

behind the other ball. Repeat ten times.

Success: The rushed ball must finish within one mallet length

of the marker in any direction. One point for each.

**Exercise 4 – 9.5 yard Take-off**

 **HOOP 5**

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 **HOOP 1** **HOOP 4**

 ==== ====

Task: Take-off from a ball level with hoop 5 to a

marker peg placed on the South boundary yard-line.

Repeat ten times.

Success: Striker's ball must finish within a mallet

length of the marker in any direction, but must not

touch or pass the boundary line.

One point for each.

Alternatively: Use hoop 6 and the North boundary

yard-line.

**Exercise 5 – Stop-shot ratio**

 2 / 7 3 / 10 6 / 11

 5 / 12

 1 / 8 4 / 9

Task: Use a stop-shot from the South boundary yard-line one

yard to the side of straight in front of hoop 1 (or hoop 9) aiming

the striker's ball at a marker peg placed two mallet-head lengths

directly in front of hoop 1 (or hoop 9), and the croqueted ball

at a marker peg placed two mallet lengths directly in front of

hoop 2 (or hoop 10). Repeat ten times.

Success: Striker’s ball within one mallet length of the marker

in any direction, and the croqueted ball within two mallet

lengths of the marker in any direction.

One point if both balls are successful, a half point if only one.

Alternatively: Player may use North boundary and hoop 3

(or hoop 7) and hoop 4 (or hoop 8).

**Exercise 6 – Split Drive ratio**

 2 / 7 3 / 10 6/ 11

 5 / 12

 1 / 8 4 / 9

Task: Use a drive stroke from three mallet lengths South and

one mallet length West of hoop 4 (place a marker) aiming the

striker’s ball at a marker peg placed one mallet length directly in

front of hoop 5, and the croqueted ball at a marker peg one

mallet length directly in front of hoop 6. Repeat ten times.

Success: Striker's ball no more than two mallet-head lengths

of the marker in any direction, and the croqueted ball within

two mallet lengths of the marker in any direction.

One point if both balls are successful, a half point if only one.

Alternatively: Player may use markers directly in front of

hoops 11 and 12 from a starting point three mallet lengths

North and one mallet length West of hoop 10.

**Exercise 7 - Split-shot hoop approach**

 **HOOP**



 DIRECTION

 REQUIRED

 🡨 BALL TO BE ROQUETED

 🡨 IMAGINARY BALL

 🡨 STRIKER’S BALL

C1

Task: Use a split-shot croquet stroke from one mallet length

in front and one mallet length to the side of a hoop (place a

marker) aiming the striker’s ball at a marker one mallet-head

length directly in front of the hoop, and the croqueted ball to

go past a marker two mallet lengths beyond the hoop. Player

must then run the hoop and roquet the reception ball waiting on

the other side. Repeat ten times.

Success: Striker's ball in hoop-running position no more than

two mallet-head lengths from the hoop marker, and the

croqueted ball must go past the marker on the other side of the

hoop before the player runs the hoop and roquets the reception

ball. A half point for a hoop run and a roquet, and an extra half

point if the croqueted ball went past its marker.

Each of the scenarios in exercises 8 to 10 comprises 5 attempts. The aim is to steadily improve results by focussing practice on the lowest scoring exercises. A ten-minute warm-up, and a practice attempt of an exercise is recommended. During the practice, try any problematic shots three times from the same spot.

**Exercise 8 - Break-Building (Scenario 1)**

 2 3 6

 5

 1 4

Blue and Black (BaB) went first and put Blue on the East

boundary level with hoop 4. Red and Yellow (RaY) put Red as

a tice on the West boundary level with hoop 5. BaB put Black

one yard North of Blue to be ready for an easy roquet. RaY

aimed Yellow at Red, missed, and decided not to take a bisque.

It is now BaB’s turn.

Task: Player must get a pioneer ball near a marker which is

two mallet lengths North-East of hoop 1, a pioneer ball near a

marker which is two mallet lengths South-East of hoop 2, and

a pivot ball near a marker which is two mallet lengths South-

West of the peg. Player must then end by taking croquet to

approach hoop 1and then run it. Player has 2 bisques to

achieve this. Repeat five times.

Success: Each of these balls must be within two mallet lengths

of the desired spots in any direction before successfully running

hoop 1. A half point for each successful ball and an extra half

point for running hoop 1.

**Exercise 9 - Break-Building (Scenario 2)**

 2 3 6

 5

 1 4

Blue and Black (BaB) went first and put Blue on the East

boundary level with hoop 4. Red and Yellow (RaY) put Red as

a tice on the west boundary level with hoop 5. BaB put Black

one yard North of Blue to be ready for an easy roquet. It is

now RaY’s turn and they decide to use bisques to set up a break.

Yellow can start from either A- or B-Baulk. Assume that Yellow

makes the intended roquet on turn 4.

Task: Player must get a pioneer ball near a marker which is

two mallet lengths North-East of hoop 1, a pioneer ball near a

marker which is two mallet lengths South-East of hoop 2, and

a pivot ball near a marker which is two mallet lengths South-

West of the peg. Player must then end by taking croquet to

approach hoop 1and then run it. Player has 2 bisques to

achieve this. Repeat five times.

Success: Each of these balls must be within two mallet lengths

of the desired spots in any direction before successfully running

hoop 1. A half point for each successful ball and an extra half

point for running hoop 1.

**Exercise 10 – Four-ball Break set-up (Scenario 3)**

 2 3 6

 5

 1 4

Second croquet stroke

 First croquet stroke

Task: Take first croquet stroke one mallet length in front of

hoop 1, having put a pivot ball 2 mallet lengths South-West of

the peg, and a pioneer ball two mallet lengths South-East of

hoop 2. Player must run hoop 1, roquet the reception ball and

send it towards hoop 3, use the pivot ball and then make hoop 2

off the pioneer, and then roquet the reception ball.

Repeat five times.

Success: The player must run hoop 2 and the ball near hoop 3

must come to rest within two mallet lengths of a marker placed

two mallet lengths South-West of hoop 3.

Score one point for running hoop 2 and roqueting the reception

ball, and an extra point if the hoop 3 pioneer is within two mallet

lengths of the marker.