

I'm Kevin Briton today's lesson on croquet tactics is about the skill of scoring a hoop for a ball other than the Striker's ball this is called peeling let's watch my assistant Fred as he shows us a typical peel and we learn some of the special terms that we will use we'll go down to the third hoop which of course is also hoop four back in the opposite direction Fred's Striker ball is black and it is about to score hoop three as Fred's partner ball blue is already for hoop four back will place his blue clip on the side of the hoop Fred rushes blue as a pilot near the hoop and makes hoop three for black in his next cro stroke he peels blue through the hoop to score four back for blue we'll be looking at this four back peel in Greater detail later on but for now let's just remove Blue's clip as it's already made its hoop the ball that is peeled is called a PE e normally we need another ball close by so that we could escape from the situation it is called an escape ball it's very important that the Escape ball yellow in this case should be placed to allow the break to continue without difficulty so Fred players South in the direction of Black's break now sometimes a PE will fail to clear the hoop and remain in the Jaws it is said to be a jawed peel in such cases black will have another opportunity later on to return to the hoop and complete the peel with a ret here it is jawed and now let's have a look at what is called a rush peel black will complete the peel by rushing black onto blue and scoring the hoop for blue in the next example both balls are for the same hoop both for four back Fred will now play what is called a straight peel sending blue through forb back and following by making the same hoop with black note that if black remains too close to the hoop in the next stroke it will be hampered because the hoop will interfere with Fred's back swing again an escape ball can be placed to allow clean swing for The Brak to continue let's summarize these basic skills first of all as we've seen you must plan ahead to have a PE and an escape ball near your target hoop secondly you must take care that the Escape ball is placed correctly this not only avoids hampered shots as we have seen but it may also be essential to provide a pilot at the next hoop in this case we call the Escape ball an escape pilot for example here Fred has been unable to peel blue through forb back until after his fifth hoop as there was no Pioneer at hoop six Fred uses the Escape ball as an escape pilot and rushes it into position at hoop six lastly you may have to allow for the fact that a PE will not necessarily travel along the line of centers this Divergence is called pull if we strike on the line of centers Pull with our Mallet it will Propel the front ball in a direct line however if we strike at an angle the front ball will diverge towards the angle at which we strike the ball this is known as pull so either line up straight and play a straight stop shot or line up the centers to allow for this pull let's watch Robert fford a three times world champion demonstrate this interesting point it's worth noting that Robert completed his first triple peel after only playing cro for 5 months since then he has done nearly 500 triples in tournament play including a break of 19 triples in consecutive games in 1992 well I think that's lined up I'm just going to play this just straight at the hoop okay there's an example of a nice straight peel okay again this example I'm going to line up the balls so the centers of black and blue make a line pointing straight at the middle of the hoop this time I'm not going to play directly towards the hoop okay this example I'm not going

to play the shot straight I'm going to play the shot at an angle hitting black off towards the left we're going to see what happens to the blue ball okay now this time I'm going to play the peel with a bit of split as you can see it's missed what did I do wrong this last example this time I'm not going to aim the line through the cent of black and blue at the middle of the hoop I'm actually going to allow for the pull so that when I play a shot sending black to the left Blue's going to be drawn to the left and hopefully go through the hoop this time having allowed for the effect of the pull blue should go nicely through one of the most effective uses of peeling is to be seen in the triple peel written down as TP let's see why this tactic has come to dominate skillful play in games played under the rules of advanced play some important concern sessions are made in favor of Intro to Triple Peel the out player the oppon when your opponent makes one back you can start your turn by lifting a ball and playing from a bork this is called a lift and it also applies when hoop four back is scored however if your opponent makes one back and four back in the same turn as here you might take cro from any ball this is called Contact to avoid this brakes normally stop at three back which leaves three Hoops to be completed if a player scores these last three Hoops for an opponent by triple peeling it is called a TP normally these last three Hoops are Standard Triple Peel (part 1) made for your partner ball while the backward ball makes a full break let's watch Robert do a stand triple peel okay well first thing I've got to do is get the brake under control so what I'm going to do is I'm just going to hit the red bring it out into court and then after I finish being attacked by leaves try and get a rush on Blue across the the yellow ball so Red's nicely out in his court I'm going to try and Rush this somewhere I can play a little shot sending blue to two getting a rushi on yellow to I would like to have rushed that a little bit closer to Yellow but I should certainly be able to get blue hoop too not feeling thinking about peeling too much at the minute but it is going to help if I make ho two with a great deal of control then I can Rush blur across the hoop three and peel out but at the minute I'm really just concentrating on getting that rush to First hoop that looks all right just got to take a little bit of care here just got a about an 18in dead straight Rush and that's a little bit soft always prefer to be in front of the hoop but I'm close enough I shouldn't really have too much trouble I'm going to try and get a rush across the red just organize the balls a little bit better so it's a little bit hard [Music] and I'm free first tube that's probably the hardest bit of the triple peel for me Ain getting through the first hoop I'm just going to try and get a nice rush to Red just organize the balls a bit better I just meant to cut that a little bit more this again just had a slightly shorter shot getting behind the red going to transcend yellow a hoop 4 there's a good Pine here I won't come back to that again until I've actually come to making hoop 4 I'm going to concent a Russian red over towards the blue ball that's okay now I'm going to rush the red somewhere where I've got enough space to get red all the way to hoop free going to the blue ball and I didn't quite mean to have that much space but again not a particularly difficult Croy strike at least but going to be going up the line towards blue I've un fortunately left left ho six in the way I'm going to have to aim for red to finish probably a little further south of hoop three than I'd like

just to make sure I miss that hoop I concentrate getting a nice Rush on the blue and I've just played a bit too much of a stop shot like to be a little bit closer to Blue just want to hit this Le blue nicely in front of the hoop oh dear well I very much need a rush across to hoop two to hoop three sorry so got to play quite a good shot here getting black accurately in front and leaving blue somewhere where it's just going to be right for running the hoop too that's a pretty good shot just need to run the hoop by about 2 feet just run a little bit too far but it's quite a good rush I'm going to try and Rush this slightly to the far side of the hoop because that's going to make it easier to get behind Red I've left it a little bit short but it's not a bad spot I'm going to try and put blue pretty accurately in front and get some kind of Rush on red to to in front of hoop three so Blue's about a yard away from the hoop this isn't going to be particularly accurate peel for me I like to be play on my peels from about 6 in if I can but going to put blue going to put red quite a long way up so that I'm going to be able to pay this peel with a straight stop shot and get some kind of Rush on the red just working at exactly where I want [Music] it and I'm going to try and run this hoop hope to just miss blue and actually get a rush on Blue back to in front of the hoop but I might hit blue well haven't run the hoop cleanly enough so I'm just going to cut blue to a bit straighter and this is a typical sort of position you haven't got that much control you're going for the probably the best way to go for the peel is with a nice straight stop shot and I tend to play the is hard enough so basically blue goes through without touching the wire it'll stay probably a couple of yards on the on the court so quite quite hard just take a bit of care over lining it up that's gone through nicely all right so just took a little bit of care to make make sure blue went the the black ball went slightly to the right there just to make sure I wasn't hampered by the hoop and I've got not a great rush but some kind of Rush and I was able to play the peel in a way which was pretty likely to succeed I was trying to cut that a little bit more now there's nothing wrong with past rolling the red to five here if you've got that shot but I don't really possess that shot so I'm just going to take off and move red a little bit closer to five it's not a bad Pioneer there just going to try and knock the yellow right in front of the hoop [Music] okay now the way I like to go about trying to organize the balls for the pan out peel as I always try and get a rush back on yellow back behind blue so just going to try and run this hoop and get a rush nicely back to Behind Blue that's pretty good that's pretty possibly a little bit too close to Blue we'll see when I get there I was trying to rush it just a a bit further to my right I probably don't quite have enough room to get yellow all the way to hoop 6 I get it pretty close I'm trying to organize both blue and yellow at hoop 6 for the penal [Music] peel well I could have hit that a bit harder and probably got yellow all the way there now I've got to make a decision here I can I Rush blue all the way down the court and cro it back to hoop six or I can just hit it straight to hoop six um I think I'm just going to hit it straight to hoop six now one thing I've got to do here is try and make sure I don't leave hoop six or the peg in the way my takeoff to Red so just trying to rush it well I tried to rush it couple of yards further than that I've been very lucky it's just really trying to rush it to a point up here should have been out

of danger but nearly finished with blue and what would have been about 6 in peeling position but would have been about the worst spot you could hope for so lucky not to have any furniture in the way I'm just concentrating on getting a nice Russian red and that's pretty good I want to get a forward rush out of hoop five so I'm going to rush this to probably at least a yard in front that's pretty nice and I want to get a a rush back up behind [Music] yellow so got nice control here all the balls are pretty close to where I want them going to send red over as a one back Pioneer and bring the yellow over to hoop six as my skate ball now this peel I'm going to be able to do with much more control than the forbat peel cuz just a little bit more organized so that's a not a very good shot now got myself in a bit of a mess here I've put yellow a little bit too straight wanted yellow slightly wider I really want to be able to rush blue to a slightly better place than this this is not too much of a problem so I'm going to run the hoop and hit blue and I've actually deliberately left blue so hopefully it's going to go slightly to my left I wanted yellow to go slight to the left cuz if it hadn't the hoop would have been in the way of getting to a yellow so if I haven't got a straight peel out given I didn't put yellow in quite the right place really wanted yellow more over here it's uh it's probably pretty useful but I'm here I like to play this peel nice and nice and hard it's slightly awkward if the peel only goes through by an inch or two I like to peel it hard enough so maybe it'll even go down to Rover I'm conc getting behind yellow with a black so I'm going to rush yellow back so I can send it all all the way up to two back going to the red and things are going pretty well now I've been a bit careless there Red's Plumbing the way I'm going to have to put yellow a little bit more to a left of two back than I would normally lie and it curled a bit to the right anyway it's um just going to concentrate and getting a nice rush over to behind the blueit that a little bit sensitively oh I've just got a try and make sure this time I don't put any furniture in the [Music] way so I'm going to put red down to freeb back now the next peel I'm hoping to do is to peel Rover going to this freeb P here there are a number of opportunities to do the Rover peel but Standard Triple Peel (part 2) in this case as we'll see Robert is making it going to three back now this position of this Ball's quite important because they're going to have to peel Rover going to this going to this ball so wants to be on Rover's side of freeb I'm going to try and get a nice Rush on Blue up the court and prefer it slightly nearer to free than that but it's it's quite an easy place to get to from Rover now I could try and Rush blue pretty near to Rover straight away but the Peg's in the way so I'm going to rush blue near to Yellow concentrate getting a good Rush on yellow to two back and I should be able to in the same shop put blue pretty squarely in front of Rover well a bit too close to Yellow I just wanted blue to go another yard in that last shot and I might have to take a slight Liberty with a quality of my Rush on the yellow just to get blue all the way to in front of the hoop [Music] and that's quite a big Liberty really but let's see what I can do with this cut uh it's pretty good it's so I'm going to make this hoop and then send the yellow to fullback try again a rush on Blue right to in front of Rover so I just want to hit yellow to somewhere where I've got a nice stop shot I can really try and get black right on the spot a perfect Rush on Blue I think

that's just right yellow could have gone on have a yard but it looks pretty good so just got to concentrate leaving blue right in front and that's pretty good now I'm just going to play this peel now there's a fair amount of split on this peel which means got to allow something for pull which means I'm going to aim blue slightly at the right hand wire but only slightly I've got I'm only about a foot away from the hoop and I'm going to trust that blue is going to do the right thing and concentrate on the black getting a nice Rush on the red Blue's only just gone through but it's through I've got a nice Russian red and I could have hit that a little bit harder to finish straight in front of the hoop anyway done all the peels now I've just got to finish the brake would have been nice of blue gone a little bit further through and then I could have rushed blue up to CT to yellow and it would have been very useful but it's it's it's useless where it is I can't rush it up the court at all so I'm going to try and get to rush up the court on red and I've hit that that a bit too hard I was very lucky there as it is I've got about a 4in perfect rush I'm just concentrating on making these hoops under control I've managed to get yellow PL in the way I think so I'm going to have to put Blue uh red sorry put red going to put red about 5T in front of panel it's curled around a bit actually so it's finished pretty well placed [Music] I don't think I'm going to worry about blue at all at the minute just going to play a freeall break for FR panel but I don't want to make Rover off blue I'm blue nice near the peg before I make Rover so yellow's going to be my Rover pioneer and I really want to forward rush out of penultimate to make it easy to get to [Music] Blue and now now it's really all over whoops luckily that's not a fault in cro because I do that every now and then really I've got more balls when I know what to do with now I'm going to leave red behind overover just in case of some pooling shut it R it EXC me H now I can stop shot red sorry stop shot the blue right on top of the peg so I'm not going to have any trouble picking it out at all and that's probably a little bit too close to the peg well it's really not a problem at all even though if I Ro it into the peg I won't be able to take Cy off it really shouldn't be any trouble to get a rushing away from the peg you would have rushed yellow the other side of the peg I could even have Cannon blue onto the peg with the yellow and then pegged the black out and they I just not blow away from the peg there you go triple Intro to Delayed Triple Peel peel the standard trip requires you to have command of all the balls as you approach hoop three if this is not possible we call it a delayed triple peel how we describe the solutions to solving this problem depends very much on which Strokes are used to do the peel for instance peeling after hoop six is not necessarily the same as peeling before hoop one back remember we have six Strokes between each hoop and how we describe the solution will depend on which of these Strokes are used to make the peel here after black has made hoop six if he uses the first or second Strokes available to him to make the peel at four back we would describe the peel as being made after hoop six but if he uses the third or fourth Strokes to make the peel we would talk about it as a peel before one back his fifth and sixth Strokes of course will be used to clear Black's next hoop in this case Jawsed 4-back Peel after H3 a common problem is for the peel at for back to remain in the Jaws let's see how Robert solves

this problem okay blue is in my jaws and fullback so want to go and move it out so but it's just in the middle of the court it's not a problem I want to rush yellow to somewhere where it's going to be easy to send yellow over to hoop six and Rush the blue through fullback that's not a bad spot for the yellow so make sure I've got a good shot of the blue [Music] here free blue goes I'm just going to take off the red there wouldn't be anything wrong with playing a playing a role here trying to put blue towards hoop six or the middle of the Court um but really I prefer just to take off and try and get a rush back towards third corner and I've gone into red been to approach in a slightly better spot but this is okay to try and get a rush back roughly towards third corner so I can send blue send red to one back and get a rush on Blue towards penel [Music] and I hope that's going to miss the well it's allowed to hit that much and now I've got a nice easy spot to send red to one back and Rush blue towards a spot in front of Penal notice that this puts the balls in position for Robert to continue with a standard Jawsed 4-back Peel after H4 triple sometimes however the peel at four back will still be jawed after hoop four let's have a look at the solution to this problem okay in this case we've had to leave going to Blue just a little bit later typically this would have been a result of not getting any kind of rush out of 4 so you have decided not to go and touch the blue so I'm going to try and get a rush somewhere where I can put red over to one back going to the blue that wasn't a very good hoop approach should be all right just about all right I'm just going to rush the red down Beyond blue well I really wanted to be at a spot maybe five yards to the right of blue but this spot is okay I can still cro red where I want to and get a hit on blue you can see I'm quite a long way away from Blue definitely be getting the Umpire out for this in a real game now if you notice where the red is it's not particularly accurate one bik bar here but it's there for a purpose and that's what if I don't roll blue right in front here going to be able to peel penultimate going to the red so I'm going to try and put Blue in front butly at this range the odds aren't all that high and I've not played a particularly good shot there s blue a long way too far but still [Music] okay so I'm going to send yellow to tuac and try get a rush on Blue into peeling position I mean normally I would expect with a role I played across from fullback at least I blew a bit close to pen from this but we'll have to see what we can [Music] do just going to try and Rush blue in front of pel [Music] this is quite a wide angle peel so I'm going to have to allow a lot of pull I'm going to concentrate on getting a rush on the red ball see what I can do with the blue and that's probably not bad if the balls have not been rounded 4-back Peel before H6 up early enough or the fullback peel has simp failed there is another opportunity to make the fullback peel before hoop six this also demonstrates getting a rush on the Escape ball to the next hoop okay got here an example of we haven't been able to get all four balls at the start of the break [Music] what I'm going to do is demonstrate how to get organized for try and peel Flor back getting a rush across the hoop six the first thing we got to do is get the yellow now some people would like to just hit this ball leave it here somewhere useful and take off to the I'm trying to avoid having to take off all the way to the yoa can i' rather come over here and play a split chop going to Yellow

from halfway now it's just a matter of taste really if you're relatively good at takeoffs and not split shots you may prefer just to try and leave that Red there and you can leave it very nicely placed so it's already uh in a way placed as the Escape ball for that peel peeling fullback gain to hoop six but this is just a more accurate way for me of getting to the yellow [Music] ball not placed red very well there at least only three yards away from yellow very easy to take off from Full back and finish five yards away now I'm going to put yellow right back to fullback and just go to Blue actually interested in having a go at Rushing blue up to fullback after making hoop 4 and actually peeling it but basically I'm just thinking about being organized for that peel going to hoop six go yellow you touch too far but it's a good place already for peeling the blue going to it I'm just trying to get a rush straight back up the court here this C blue a little bit too far um a little bit worried about rushing the blue back into Bo for so not really going to try and Rush this into peing position I'm just going to try and rush it near to yellow and I've hit it pretty straight I've just hit a bit too gently you could see if I'd have rushed it another five yards i' have possibly being able to have a get peeling it straight away um I mean obviously I could peel it from here but I'd rather just make sure I leave it in front if I go for the peel I probably miss and leave Blue down on the the boundary which would't be much use at all I'm just going to roll blue close to peeling position and go to the yellow I want to leave yellow somewhere I'm going to be able to peel the blue and get a a rush over to hoop six it's a pretty good spot right now or I could try and leave it in a spot where I just play a little straight stop shot and I'll get a straight Rush on yellow I'm just going to hit yellow very gently I'm going to take off to that red this is a bit risky because Red's quite a long way away from ho five if I rushed yellow all the way down to the boundary the odds are actually putting yellow in a good place from on the south bounda pretty low so I'd rather go for this slightly more positive approach hit that a bit too far I made it all look rather hairy this Stu played a good approach so I'm looking for a rush on the red so I can send red to one back and go of the blue and then been a bit unlucky there the angle blacks come through the hoop have to quite quite a quite a big cut and cut it as much as I want to and I was lucky not to hit red into either the yellow or the blue which could have been quite awkward I'm nothing too bad of spart just going to try and send red over to one back and just missed the blue with this Cy stroke I'm going to actually try and leave red in front of one back so that possibly I'd be in position to peel blue down to one back if I had to if I excuse me if I had to uh manag to mess this [Music] up it's not quite where I wanted a bit I've a nice Russ on Blue want to hit it very gently [Music] I should be able to peel this through and get a rush on yellow right in front of hoop six play this fairly firmly I want it to go [Music] through make sure the Hoops not hampering me on my Shir on yellow now I've just got a try and Rush yellow to in front of hoop six and make hoop [Music] six that's terrible but I should at least still make the hoop it's got to do one good takeoff [Music] oh one good hoop [Music] shop and now I've got peel down and I've got all four RS into my brake and hopefully I can finish off with a nice delay double which I'll demonstrate in a minute before looking at these later peels let's look

at the four back peel 4-back Peel before 1-back made before one back [Music] well I'm not going to demonstrate peeling one back peeling four back going to one back this is probably the last relatively safe time to peel [Music] fallback before actually peeling it straight and I've got red pretty well ideally placed get yellow all the way up to two [Music] back now I just want to put blue straight in front of the hoop it's quite important what angle this peels done from cuz it affects very much where black wants to go you're basically playing it with a takeoff type shot it's very hard to get black to go down a line which isn't the natural takeoff line if you are this close to the hoop you can actually don't have to aim blue quite at the center of the hoop and again I just want to hit blue hard enough so it's definitely going to go through and it's definitely not going to go [Music] k Delayed Double Peel off let's turn our attention now to peeling penultimate and Rover our first example is known as a delayed double peel right where I've now got the position set up for trying to do a delayed double peel the first thing I want is actually want to forward rush out a freeb back wasn't going to have to play a very long role so just going to concentrate on that now I've got the ball set up very much like I had the ball set up for peeling Hoops fullback trying to get a rush to six that's not a very good Rush was trying to cut that over to penate but I should be able to play a role from here I'm trying to get a rush on the blue inter peeling position in front of penel I'm also going to deliberately put yellow a little way behind penel even though it's actually going to probably be my penel [Music] Pioneer I was just particularly making sure the yellow but it first of it didn't finish right behind the hoop so in the end it might get tangled up with blue and most importantly to make sure it didn't finish in the way of getting black behind the [Music] red so I'm going to try and peel the blue and get a nice Rush on red over to fullback I'm going to plug this pretty straight just enough so Black's going to miss the hoop bl's gone quite a long way through I don't really mind exactly where it went through too and could have play that Rush a little bit better I just be a little bit closer to the hoop but this is nice and straight in front a little farther away not a particularly good approach but should be fairly easy hoop so now I want to concentrate on getting blue down to very good position in front of Rover so got a couple of choices I can try and Rush blue straight down there I can try and rush it back behind yellow and croaky it up to over from there I think I'm going to go for the cro stroke I think that's going to be the most accurate way for me to play that putting red slightly to one side there I don't want red right in front because that'll get in the way so I've got to rush this behind the yellow this is why yellows on this side of penultimate yell was a yard in front of pen i' have to be another good another five yards further away for Rover that just makes this shot that much more inaccurate and this shot is really the critical shot if I can put this right in front the rest of it turns easy I think that's looking pretty good I could have got a better rush than the LA but it's a little cut and so nicely I've got a bit of room I want a forward Straight Rover Peel rash the delayed double peel also involves what is known as a straight Rover peel now com up going to have to do what we call the straight R peel that doesn't mean peeling from straight it means peeling as you're making the hoop yourself and it's always best to try and



organize the two other balls so if you got one ball fairly close to the boundary like to have it about three yards away from the bound of a can so that I have to jump over anything it's in my way're that Ball's going to be down there for me to hit I have a ball red in this gu so I just want to have a position so I make the hoop gently Red's going to be right there for me to hit and also it's going to be right there possibly the cannon the blue um we'll talk about those possibilities I'm sure well I fell down a little bit of a hill there which means I haven't got a rush so I'm going to have to play this peel from much f w than I intended to it's about a about a yard long whereas it really should have been been able to get a nice rush and only be about a foot away so I'm going to play this fairly gently try and leave black about a foot short of the hoop our best stop shot okay now in an ideal situation blue would have gone about a couple of yards through I'd have just been able to go through gently hit the red and take off maybe take off behind the yellow first Get Behind Blue rush it to the peg now unfortunately Blue's still very close to the hoop and I think it's going to be very unlikely that I'll be able to run the hoop and finish short of blue um so I don't think it's worth the risk if I play the shot that gently I'm quite likely to stick in the hoop so what I'm going to try and do is jump right over the blue that's why yellow is where it is that's a not that difficult a shot if you could play a jump shot it's really not too difficult to do that so thanks to having put the yellow nice and deep I really want to be able to hit this and having placed the red quite accurately close in behind Rover what I'm going to be able to do is Cannon the red Into the Blue now the reason I've got to do that so if you can see Rover's right in the way of rushing blue to the peg so just going to play a little Cannon you don't it's only in places where Blue's really close to the hoop but you need to do this but it's not that difficult a thing to do especially we can get really really close should be able to play a very controlled shot you just got to don't want to really got to worry about red getting in the way so you really want to play try and make sure that Reds is probably bouncing away from black rather than towards black and play for don't play for a six inch Rush give yourself a little bit of room for error now I've got a nice rush to the Peg and all I've got to worry about now is not actually rushing it into the peg so just going to try and rush it a little bit wide and short and this is easy enough to P out from here [Music] [Music] if the last two Hoops are even more Straight Double Peel delayed the game will have to be concluded with a straight double [Music] peel okay we got the balls laid out here blue Ste for penultimate what I'm going to do is demonstrate how to go about trying to feel finish with a straight double peel under control as near as the thing gets to being under control now what I'm going to try and do is play an Irish peel through panel that's a shot where both black and blue make panel in the same stroke and get blue right down to Rover even if it doesn't go right down to Rover I'm still going to try and finish by rushing it to in front of Rover and peeling it and making the so don't really need a ball or Rover what I'd rather have is leaving yellow really this this side of the peg of anything so the blue only goes through maybe as as far as the peg you're going to be able to use yellow to get an accurate rushing it down to in front of Rover now want to leave red just on the non-playing side of penol

level with a hoop so if I play my rpel and bl goes through by an inch I'm going to be able to hit it so very easy to get hampered so you can't hit anything so I just want to try and put blue absolutely straight in front they say if you've got control then AR peel really isn't that hard I tend to imagine just playing a regular cro stroke and Black's going to go to a spot which is straight on a line through the hoop so rather than trying to force myself to swing the Mallet perfectly straight just like to play a drive where I'm imagining black going to the spot directly through the hoop I got to play it nice and hard Blue's going to go straight down to Rover hopefully once in a while it hits the peg but if it peel it cleanly it should go all the way there [Music] over and that's pretty good and now we're back very where earlier I've just got the straight R peel to do I'm going to put blue going to put red deep behind Rover then send yellow level with Rover and Rush the blue in front of the riv and I'll be where I was before with the doing the straight R peel the most extreme example of a delay occurs when both balls must score their Straight Triple Peel hoops together in a straight triple peel okay I'm just lining up the balls to do a straight fullback peel going to try and do a straight triple so Blue's nicely through now could Rush yellow all the way to the boundary but i' rather just stay close to Blue be able to make sure of getting a nice Rush on Blue just send the yellow back towards the middle of the court I'm really concentrating on trying to get blue in front of pen could of really hoping to rely on scrambling Rover somehow if things go wrong I've got all four balls to play with so here I'm just going to concentrate on getting a nice Rush on the blue to pealing [Music] position it's going to try and rush it to about two yards straight in front of the hoop and to miscut it if it's going to finish in front of the hoop it'll be about an inch in front of the hoop i' be very lucky there now I think this will go through you're going to play it quite hard [Music] I'm going to quite an awkward place I'm going to play quite a big risk here and play for black going into the near wire so it'll help stop the [Music] black and that was worked out quite well I got a nice Rush on the red and I'm back to just having my standard straight R peel to do just got to make the hoop Rush the red back over to a point down here so I can stop it up the court Rush yellow down as well and I'll be back to having my Straight Rover peel Half Jump again sometimes with the straight Riv peel the PE e will Jaws here's how to clear [Music] it in this example I've tried to peel blue uh while I'm making Rover and it's stuck so I'm going to play sh which is called a half jump shot where I'm going to play a jump shot with black and the spin on black is going to carry black through but I'm going to hit blue in the same stroke you go that's a nice clean half jump shot turning our attention to the penultimate peel it sometimes occurs Continuing from Jawsed Penult Peel (Std TP) that the peel will Jaws after the attempt made at hoop six okay in this position we managed to get blue into the jaws of panel after making oop six that's really quite an easy position to deal with just want to try and get a rush on red back to somewhere where I can send red over to Freebay and get behind that blue ball and rush it through the hoop so it's going to rush this back towards the boundary prefer to be a little bit closer to the blue I've got a quite a good stop shot but now we approaching blue up the correct line as

long as I'm short of blue I should have a nice hit on it up the court through the hoop so see one of the problems with this is I had to place red from quite a long way away this is not an ideal place for peeling Rover going to but at least I've got a fairly easy hit on Blue to get it up the court and it's gone to quite a nice place where I can put it to Rover and still stay very close to yellow and back on track for the standard Rover peel before freeb Continuing from barely peeled Penult Peel (Std TP) back if the peel at penultimate only just clears the hoop another remedy is required [Music] now in this case we've put blue just 3 or 4 Ines through penal mod this is perhaps the most awkward case we get this time we got to take even greater care to make sure you can get a rush on the blue if I didn't get a rush out of this hoop to play a shot and try and get a rush on blue would be very risky you have to be very worried about getting cross-wired on the blue ball so it's extremely important to try and get a rush on red over to the east side of the lawn so can now just play a stop shot and I'm guaranteed to be on the right side of the hoop to rush the blue up towards towards the [Music] [Music] yellow I got a bit of curl there nearly managed to get partially W but got some kind of Rush they' got quite a nice easy spot to send Bluer over and get behind Yow again [Music] Death Roll the penultimate peel can also be attempted after one back going towards two back [Music] now this position haven't quite managed to get the blue in the hoop but got a chance to peel it in this case going to the yellow ball so it's going to get a rush on red to somewhere where I can send it all the way down to free back it's finished very very close to the blue so I can just tap it with control well I've hit it directly but that's doesn't seem to have done me too much harm one thing with this position it's sometimes better to be slightly on this side maybe even when straight in front because you just make sure that the pen out hoop is not blocking you from getting to the yellow ball this is sometimes called the death roll because a lot of people break down trying to do this they finish nowhere near the yellow and miss it or somehow fa to make two back and it's probably only a good idea to do this if you are fairly good at rolling so you can see it's a very effective way of peeling getting to that two pan here I've still got a minor chance of peeling Rover going to free back by rushing blue down in front of Rover from bip P out but obviously I would have liked to have peeled blue all the way down to in front of Rover if I could have Posthumous 4-back Peel done as a final example of peeling let's look at the so-called postumus fullback peel although it is is not part of the triple okay here's an example what we call a potimus fullback peel here we've we've tried to get the balls in position for a straight triple but um unfortunately Blue's just to one side so I'm going to try and organize it to peel blue after a make fall back this is really stopped being a triple peel now I'm just looking to do one more peel while I get to the peg what that does is it just improves your position slightly if you do get pegged out you're on penultimate rather than fullback and also if you have trouble finishing you can finish from pen out a little bit easier and you don't give away a lift if you do make a mistake I tend not to do this I tend to actually just go to the Peg and concentrating on making a perfect leave since it does rather leave the blue b behind even if you get it right through you stick it in the Jaws it's really awkward to get

back into your Brak again Planned Practice [Music] now the secret to gaining skill in peeling is like most other things in planned practice here is a suggested program of practice that I recommend to students firstly you should practice the three ball brakes as we demonstrated in our first Tactics video next you should try making three ball brakes which incorporate straight peels on the pilot ball at as many Hoops as possible next I suggest practicing the straight Rover peel using an escape ball and finishing the peg out of both balls finally practice the delayed double peel peeling penultimate before making four back these exercises will give you confidence at peeling and in concluding a game you will also appreciate that you should not put your break at risk trying to get the fullback peel done too early in the break now before we leave the subject of peels some of you may find that knowing just a little more about the reasons for pull assist them in Appendix: pull practice three factors have a major influence on pull the nature of forces the ball surface and imparted spin three factors are important in understanding Force they have mag magnitude Direction and a point of application the magnitude is how hard the ball is struck the direction is the line along which you swing the Mallet and the point of application in a cro a stroke is the point where the two balls touch to make it a little clearer let's transform our Mallet into a man pushing the ball if he pushes it in the line of centers it is the equivalent of pushing the front ball through the point of application however if the forces applied at an angle to the line of centers the force divides into two the force in the line of centers will decrease and in compensation a force from the side will be applied both forces will equal the same magnitude of force as the original man but the effect is to push the ball offline let's look at this a little more closely any force can be represented by two smaller forces provided they total the same amount but as the angle of application of a force increases the proportion of the two smaller forces will alter but still total the same amount for example as one force decreases the other must increase this Factor has a major influence on the amount of pull in a cro stroke ball texture is also important a hard smooth ball will not diverge as much as a softer grooved ball spin can also be imparted partly through the texture and partly because the force acts on the side of the ball the spin will also add a slight curve in some instances well you can see there are a lot of enjoyable skills for you to master as you learn about peeling so I'm off to do some practice how about you