

Association Croquet Opening Practice Card

TURN 1: BLUE

TURN 2: RED

TURN 3: BLACK

EAST BOUNDARY (H4-H5 level, on boundary)

Standard Tice WB 8-13yd N of C1 **neutral**

- Shoot Blue from A baulk **miss = free shot for Yellow**
- Join with Red (C3 toward C4) **avoids double targets**
- Shoot Red directly **hit = dream leave** **aggressive**

C2 Ball 6" S of C2 **defensive**

- Shoot Partner from A baulk **leaves double target**
- Shoot Partner from C3 **avoids doubles**
- Join near Red (3-4ft S) **no double, good break if Yellow misses**

Duffer Tice 2ft N of penult, few inches E **aggressive**

- Shoot Red **reasonable break if hit** **common**
- Shoot from C3 **miss toward WB avoids Yellow break** **defensive**
- Shoot Partner from A baulk **big croquet to H2**

C4 Ball 6" N of C4 **NZ-style**

- Shoot Partner **hit = dream leave miss = 13yd Yellow shot**
- Shoot C4 from A baulk **hit = dream leave miss = tricky double**
- Join N of C4 **no double, 13yd Yellow shot**
- Black to C2 **neutralize; Yellow miss = 9yd response** **defensive**

Shoot Blue direct attack **aggressive**

- If Red hits: **Red has break**
- If Red misses: **may leave triple target for Yellow**

IN-LAWN EAST BOUNDARY (1yd infield from EB, H4-H5)

Standard Tice WB 8-13yd N of C1 **neutral**

- Play behind Blue (Black joins Blue)
- Shoot Tice **hit = break**
- Discourages aggressive WB responses

C2 Ball 6" S of C2 **defensive**

- Shoot Partner from A baulk
- Join near Red (3-4ft S)

SUPERSHOT (center court, 2yd W of centerline)**C2 Response** 6" S of C2 **defensive**

- 13yd shot required for Black
- Miss leaves double target for Yellow

C4 Response 6" N of C4 **aggressive**

- Use when peg-high or H4 blocks croquet angles
- Mirror of C2 response

Max Distance EB near peg level **counter-elite**

- Longest possible shot for Black
- Use against elite shooters

Supershot Lag 3-4yd E, 1-2yd N of Blue **neutralizing**

- Nullifies shooting strength
- Creates close engagement

Roquet Supershot Hit it! **ultimate**

- Croquet Blue to C2, or NW of H2, or wire at peg
- Ultimate nullification if hit

ANTI-DUFFER (H6-peg, 1-2yd W of E boundary)**Duffer Tice** 2ft N of penult **aggressive**

- Shoot Red **break if hit**
- Anti-Duffer discourages this response
- Black has strong Turn 3 break potential

Standard Tice WB 8-13yd N of C1 **neutral**

- Shoot Tice **hit = dream leave**
- Join with Blue

Strategy adapted from CroquetDev.com | Abbotsford Croquet Club