

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