



Tournament Manager's Book

Prepared for NZCC

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Published by John Yarrall 2008

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Managing a Tournament

Most of the information needed to run a successful croquet tournament is contained in the NZCC Tournament Regulations published in the Year Book. Presented here are some additional comments and ideas and some help in organising play for a tournament. A number of charts for different methods of play are also presented. They may be photocopied for use, or used as a pattern when the fields are larger than the charts allow.

Remember that the prime source of information about running croquet tournaments is the NZCC Tournament Regulations and a manager would be advised to make a checklist of the points in the Regulations to keep track of progress. The regulations were updated in the 2003-2004 Year Book. It would appear that some associations have not yet taken note of these changes. The regulations were updated again for the 2005-2006 Year Book, and may well be again for future seasons. **Consequently managers should read the regulations again each season to ensure that they are fully up to date and conversant with the current regulations.** The regulations are intended to be helpful to those organising a tournament while ensuring that players are treated fairly and in a consistent manner.

If in running, or playing in a tournament you find that there are aspects of the regulations that do not appear to be working satisfactorily, you should feel free to document the concerns and send them to the Executive Director, who will in turn refer the concerns to the NZCC Tournaments Committee.

Much of the contents of this book will also be of value in organising club and association competitions.

Deciding to Hold a Tournament

When an association or club is considering holding a tournament, whether it be one of their own or an NZCC Tournament, there are several things that should be considered in making the decision.

1. Do you have the personnel needed to run the tournament? You will need a Tournament Manager who is either experienced or willing to take the responsibility to learn. A Tournament Referee and a Tournament Handicapper are also required and should be part of the organising team as these three people make up the Tournament Management Committee. If the tournament is to be run over two or more venues then, one or more Assistant Managers would also be needed. While these people may have the responsibility for organising and controlling play there is much more to the tournament than that.
2. Do you have suitable lawns, and the personnel to ensure the lawns are set up before play each day and undressed after play? Are you able to ensure the lawns are kept at a good playing height if the tournament is to be run over several days?
3. Do you have the personnel available to look after the kitchen, providing food and drink for the players? Can you provide lunches, either made there or purchased?
4. Do you have someone prepared to undertake publicity for the tournament, providing information before and during the tournament to local, and national media where appropriate?
5. Do you have someone prepared to undertake First Aid if required?

While the manager is ultimately responsible for the success of all aspects of the tournament, no manager should consider running more than a one-day tournament without the willing support of the personnel listed above.

Preparing the Advertisement

For an NZCC event, the advertisement will be prepared by the NZCC Tournaments Committee. However the NZCC Office will send a form to your association requesting the local details.

For a club or association event you will be responsible for preparing the advertisement. Regulation 4 details the requirements of an advertisement for the NZCC Year Book. Use Regulation 4 as a checklist when preparing your advertisement. Note in particular the requirement to give the size of the lawns and to state the hoop size.

While stating the size of the lawns to be used may not be important if the lawns are full size or nearly so, it is very important for intending entrants to know if the lawns are unacceptable for the NZCC Handicapping Regulations. This requirement was introduced into the Tournament Regulations because players were arriving at an event to find the Handicap Index Card could not be used.

The situation regarding hoop sizes is different, in that it is required by the Laws of Association Croquet. Law 53(b) requires that the hoop sizes should be given when the event is advertised. Regulation 4.1.11 simply reminds managers that notification shall be made in the Year Book advertisement. It is also good practice to include hoop sizes in Golf Croquet advertisements.

A point that is missing from this regulation (at time of writing) is that if any event in the tournament is to be a ranking event as defined in Appendix 8 'NZCC Criteria to Achieve Ranking Status of Events', then that should be notified in the advertisement. If it is not advertised then it does not meet the criteria for a ranking event.

Included in the advertisement should be the closing date for entries. Managers differ considerably over the amount of lead-time they want to have. I am happy with 3 or 4 days, during which time I complete the draw, prepare charts and lawn assignments, and usually make photocopies for all of the competitors. The shortness of time is to allow for late withdrawals, yet even then some do pull out after that. Other managers require 2 or more weeks, as they like to plan well in advance with little time pressure on them. Be aware that the earlier you make the closing date the more chance there is that some will be too late applying or that some will withdraw late spoiling your draw, while the later you make it the more pressure there will be on you to complete all the tasks.

Receiving the Entries

For NZCC Events, the Executive Director normally takes the entries and entry fees. The main exceptions to this (at time of writing) are the Invitation events, and the Premier Silver Badges. A few days after the entries close the Executive Director will forward to the Tournament Manager the list of entries, similar to the one on the next page, together with a cheque to cover the prize money and all other forms pertaining to the tournament, including copies of the entry forms with relevant information about the players who are entered.

For the invitation events the manager will collect the entry fees and pass them on as directed by the Executive Director. The Executive Director will send a list of the players, who have accepted the invitations, to the manager.

For The Premier Silver Badges, the responsibility for accepting the entries and entry fees lies with the manager. The manager will need to request the Silver Badge from the Executive Director. Otherwise the responsibilities and any profits or losses are in the hands of the host association.

Sample of page from NZCC Office for a NZCC Tournament

Name of Player	H/C	Association	Event 1	Event 2	Event 3	Amount	Partner
Alan Ball	5	Otago		\$25.00	\$15.00	\$40.00	Hoop
Helen Hoop	3	Northland	\$25.00		\$15.00	\$40.00	Ball
Stan Lawn	5	Wanganui		\$25.00		\$25.00	-
Mary Mallet	4	Auckland	\$25.00		\$15.00	\$40.00	Flagg
Andrea Bisque	3	Auckland	\$25.00		\$15.00	\$40.00	Clip
Colin Clip	6	Wellington		\$25.00	\$15.00	\$40.00	Bisque
Fred Flagg	2	Taranaki		\$25.00	\$15.00	\$40.00	Mallet
etc							
etc							
etc							
Prize Money						\$00.00	
Event 1 Winner						\$00.00	
Event 1 Runner-up						\$00.00	
Event 2 Winner						\$00.00	
Event 2 Winner						\$00.00	
Event 2 Runner-up						\$00.00	
Event 2 Runner-up						\$00.00	
Event 3 Winner						\$00.00	
Event 3 Runner-up						\$00.00	
Association/Lawns						\$00.00	

For club or association events, the responsibilities for collecting the entries and entry fees lie with the manager or the manager’s nominee. Before the entries start arriving you should make sure you have the following ready:

1. A Register on which to record the main details of each entry as it arrives. I keep it in a hard backed A4 exercise book (or diaries sold off cheaply part way through the year). As each entry arrives I record in the register the main details for play. At the same time I note the entry number on the entry form and file them in order of receipt. Some managers include in the register details of addresses and phone numbers, but as these are on the entry forms filed in order they are easily found if needed. For example:

Entry #	Name	H/C	Club	Assn	Fees	Rcpt #	Events	Partner #
1	Ken King	3	Petone	Well	\$25	237	1,4	3
2	Pam Princess	16	Rose G	Mana	\$15	238	3	-
3	Kay Knight	9	Park	S Tara	\$25	239	3,4	1

2. A receipt book and banking book. Your treasurer may prefer to handle these, but putting an extra person in the action only slows things down and increases the chances of error. I record in the receipt book any money banked and constantly check to see that fees recorded in the register, receipts written and money banked all balance.
3. I also keep separately an event list for each event. These are not needed until the draw is to be made, but it enables me to keep track of how the entries are progressing for each event.
4. Problems do occur from time to time with entries going astray in the mail. You may wish to include in your advertisement the suggestion that if players wish to have receipt of their entries acknowledged they should include a stamped addressed envelope or an email address. If so you should acknowledge entries as received.

I use the book in which I have kept the register to record the draw, charts and results, to record the newspaper articles pertaining to the tournament and to record any other matters of interest. Over the years this builds up a good historical record of a particular tournament, or of your activities. I have three books, one to record the Palmerston North City Clubs Tournament we hold annually (now in its 2nd volume), one for other Association Croquet tournaments I run and one for Golf Croquet tournaments I run.

Preparing For and Making the Draw

Once all the entries are in (and perhaps one or two arms have been twisted to make up numbers), the next task is planning how the tournament will be played. If the advertised duration of the event, the number of lawns available and the number of entries received all balance then this is a simple task. However if the number of entries is much higher or lower than required for a simple round robin section play, then some care is needed in the planning. Later sections on Organising Play (pages 12 to 16) give some guidance in doing this planning.

NZCC Tournament Regulation 11 now requires that in an Association Croquet event there should be at least 3 rounds of play for each player each scheduled day, with no more than 1 bye, that is, at least 5 games over 2 days, 8 games over 3 days, and so on. This is assuming that the games are not shortened games, when it would be normal to offer 4 games a day. Exceptions to this are acceptable when a veterans or school age tournament is being planned. The same regulation also requires a minimum of 5 games per day in a Golf Croquet event.

A few Association Croquet examples follow:

10 players enter for a 3 day event - there is time for 9 rounds of section play.

10 players enter for a 2 day event – there is time for playing 2 sections and then a full final round (5 games and 1 bye each).

9 players enter for a 2 day event – 2 sections are not suitable as the rounds needed for each section are different, so play 6 rounds of Swiss.

10 players enter for a 4 day event – play 9 rounds then top 4 play a final section, next 4 a consolation section and bottom 2 a best-of-three consolation, or bottom 6 play 3 rounds of Swiss.

10 players enter for a 5 day event – play 9 rounds then top 4 play a best-of-three full knockout, while the rest play a consolation section, or some other form.

Once the plan is decided on, then the charts and the playing schedule (lawn allocation) should be prepared. The lawn allocation can be made now using the code letters placed in the charts. Finally the draw is made. We have a chart with spaces ready for the names to be added. Whether the draw is totally random or partially seeded or totally seeded there will be some

randomising to be done. The following suggestions are offered to help managers avoid some of the errors made.

For a **totally random draw**, number the players in the event in the order of receipt, or any other order. Then write those numbers on small slips of paper and place in a hat (I sometimes use numbered buttons I have in a plastic bag). Have someone draw the numbers one at a time from the hat, and write the corresponding name in the next space on the chart. You can put the names in the hat, but if you have several events one set of numbers will suffice for each list of names. (See the note below on using a computer.)

For a **partially seeded draw**, where the seeding is done to place family members and club members in different sections, we need this time to have numbers on the slips of paper representing the section number. For example, if you have 3 sections and 5 club members to draw into these sections you could use 3 slips of paper marked 1, 2 and 3. Draw one number, allocate the first club member to that section, return the slip to the hat and repeat. Once a section has been drawn twice, leave the number out of the hat for the next draw, as we do not want a third club member in that section. Draw again if the seeding limitation is broken. Repeat this for each of the combinations you wish to treat specially, and finally randomly draw the remainder into the sections. (See the note below on using a computer.)

For a **totally seeded draw**, where the seeding is based on expected playing ability refer to NZCC Tournament Regulation 23. Where players do not have a world ranking, then use their New Zealand Handicaps as a guide. List the players in order of handicap from lowest to highest. When two or more players are on the same handicap, use the random procedure to set the order. Once all players are listed in seeded order, they should be placed in the seeded place in the draw, or if being placed over two or more sections, they should be placed one at a time into the sections, going down the sections, then up, then down and so on.

For example with 3 sections I, II, III and players listed in seeding order s1, s2, s3, s4, s5, etc:

- s1 goes to the top of section I
- s2 goes to the top of section II
- s3 goes to the top of section III
- s4 is placed 2nd in section III
- s5 is placed 2nd in section II
- s6 is placed 2nd in section I
- s7 is placed 3rd in section I
- s8 is placed 3rd in section II, etc

Again these can be varied to avoid family members and club mates meeting in the same section. Of course their preliminary section performance determines whether they will subsequently meet in later stages of the event.

Making a random draw using a computer spreadsheet. Enter the list of names in a column of the spreadsheet. In the previous column enter a random number for each name. Enter the function RAND in the first row and fill down the rows. Then after highlighting the two columns and any other columns with related information, use the Sort command in the Data Menu to sort the random column. The names may now be entered in the chart(s).

When making a partially seeded draw into several sections, I list the names as above, draw lines to separate the number of rows for each section and do a random draw, using Sort. I keep using Sort on the random column until I get the first list which meets all the seeding requirement.

Final Preparations

Now that the draw is complete, and possibly earlier if that can be managed, the people responsible for the catering and lawns should be given the plan for the tournament.

The caterers need to be told when morning tea, afternoon tea and lunch breaks will be taken, although this will normally have been arranged with the caterers some time beforehand. At a much earlier date decisions will have been made by the caterers and the tournament management about what will be provided in the way of food and drink, and of what charges, if any, will be made for the catering provided. Caterers normally like to be provided with the number and names of players who will be at each of the venues during each day of play.

Lawn and equipment preparation will have been undertaken for some time prior to the start of the tournament:

- Mowing and care of the lawns will have been planned to bring them to peak condition for the start of the tournament.
- Hoops will have been carefully set in new positions (to avoid lawn wear in the hoops) at the hoop widths advertised for the tournament. The hoops, pegs, corner flags and corner pegs or halfway line markers will have been tidied up if necessary.
- Timers will be checked to see they are working, and bisques checked for numbers.
- Sufficient score cards for the games to be played will have been readied.
- If there is any likelihood that some games may be pegged down the gear required for pegging down should be checked and ready.

Once numbers and the draw are known the manager should pass on to those people responsible for lawns and equipment:

- Which lawns will be used
- Which lawns will require balls and clips for double banking on which days
- When the lawns will be available for further mowing
- The time when play starts each day so lawns and equipment can be ready in time for the players to have their morning hit up.

The time when play is expected to end each day, particularly if they do not want players to undress the lawns.

The manager and the Tournament Referee are jointly responsible at the start of each day and throughout play for the state of the lawns. Given the large number of responsibilities the manager has, most managers will delegate that responsibility completely to the Tournament Referee.

The manager (or nominee) should have ascertained well before the start of the tournament where the trophies are and how they are going to be delivered to the venue. Frequently the manager will also have to clean the trophy!

Opening the Tournament

Before play starts the players should report to the manager, at which time the manager should check that the handicaps advised at the time of entry are still valid. The Tournament Handicapper will usually assist with this. Also the manager should check that the player's addresses and phone numbers during the tournament are available. Most importantly the manager needs to be aware if any player has failed to arrive.

At the opening there are normally a few speeches of welcome and some giving of information.

1. First would usually be a local dignitary such as the Mayor welcoming players to the locality. Then if the event is an NZCC event there would be a brief word from the NZCC Representative there. Following that would normally be a welcome from the Association and / or Club President, including any special mentions of players, such as players from afar or old friends.
2. The rest is in the hands of the manager, who may deal with it all or may share the information giving with others as appropriate. A checklist of matters to raise would include:
 - The size of the fields
 - The method of play, including how winners are to be found and any time limits involved
 - Where score cards, timers and bisques are to be found
 - To whom results are to be reported, and a reminder to do so as soon as the game ends and before going on to the next game
 - Where notice boards showing the draw, results and any other matters are to be found
 - The amount of time players may use for a hit up before play starts each day, and when such hit ups must have finished by
 - Where a full draw with lawns and times is published advise players that they should endeavour to be ready for play at the lawn before play is due to start
 - Where double banking is to be used, at the very least draw player's attention to the appropriate law or rule. Ensure that players do have appropriate markers and know when and how to use them. (See comments on pages 17 and 18 regarding double banking)
 - Remind players of their obligation to be playing under the correct handicap and using the index card for all singles games. Refer to the Tournament Handicapper
 - Provide details on the availability of umpires and referees and how players are to proceed when one is needed. If necessary ask the players to be prepared to assist in the matter
 - The intended time of the prize giving for each event
 - The arrangements for tea breaks and lunch, including the costs
 - Any arrangements made for social functions
 - The location of toilets and other amenities
 - Wish them well and send them out.

During the Tournament

Regulation 6 provides a list of the duties of a manager during the tournament, but there are a few additional points to note.

In the old style of tournament built around the two-life system, the manager did not know who would still be in the competition from game to game and so had to be constantly changing the forward planning as matches progressed. Most tournaments are now based on section play, with perhaps further play after the preliminary section. As such it is usually possible to decide on the order of play and lawns to be used for a complete event or events before the tournament starts. There is little reason for not preparing and posting prominently or copying for each player the full playing schedule before the event starts.

This may have to be varied if weather conditions cause a loss of time or lawns, but otherwise make your plan and stay with it. (A tournament I ran a few years ago was played at 3 venues. On the first day at one of the venues the Assistant Manager decided to improve on my draw and not have an empty lawn. Instead he put players back on as soon as a lawn was free with the result that one player only got one game that day and two others had 4 games. We never caught up and most players had to sit out 2 rounds while the player who had missed out caught up. For the sake of not having two players waiting an hour for their next game the whole field was held up for half a day waiting for section play to finish.)

The manager will normally arrange to have scorecards, timers and bisques, if needed, available for the players before they go out to play each match. Whether you are using the scorecards produced by the NZCC for Association or Golf Croquet, or your own result cards, it is important to have them. Errors can be easily made if the scores are passed by word of mouth or written down by one player without confirmation from the other side. The charts should be updated after each round so players can follow the progress of the event.

Prize Giving

With modern tournaments it should be possible to tell well in advance when an event will finish, and consequently when the prize giving can be held. The intended time should be announced at the Opening, and where there are several events the prize givings should be held jointly if possible. There will be times when an event has finished well before another concurrent event, and the prize winners wish to start on the journey home. In such cases the players in the event that has finished and any one else who is available should be brought together for a single event prize giving.

A word from David Curtis on the prize giving:

‘The Manager will have ensured that all the trophies are available and clean, that any prizes or prize money are allocated to the winners/runners-up of events and are identified by cards or in envelopes awaiting only the addition of the players’ names. These should be exhibited to the hopeful and resigned players. The Committee of Management will have decided who is to present the trophies/prizes (or will have delegated the decision to the Manager) but it is the Manager’s duty to see that all prizes/trophies are laid out for presentation and to read out the names of the appropriate recipients. At the end of the prize giving it should be a winning player or a member of the Committee of Management who thanks all who have contributed to the tournament (including, hopefully, the Manager). Then, thankfully, the Manager does not have to contribute except, perhaps, to say, “thank you, have a safe journey home”. ‘

After the Tournament

Regulation 10 specifies the duties of the manager after the tournament has finished. But, in addition to these duties there are other things a manager should do.

The manager should ensure that equipment used during play is returned to its normal place in good condition. In particular any equipment that has been borrowed should be returned as soon as possible, with an appropriate note of thanks. It is not necessarily the manager's job to actually make these returns, but it is certainly the manager's responsibility to verify that it has been done.

The journey, which was begun when deciding to run the tournament, is now at an end. Before leaving it entirely and as the first step towards deciding whether to hold another tournament a de-briefing meeting should be held with the organising committee (club or association or region).

Matters to be raised at the meeting would include:

- Financial success of the tournament
- Playing strengths of the fields – winners – methods of play and comments from players
- Referee's report on matters arising during the tournament – support for umpiring, etc
- Handicapper's report
- Publicity report
- Lawn and equipment management report – standard of settings – attitude of visitors to what was provided – support of club members to achieve the tasks
- Catering report – what was offered – how this was received by players – support from club members – profitability
- Would we wish to repeat the tournament?
- What would we change?
- Would we change any of the events?

Dealing with this soon after the tournament has ended, means these issues are fresh. The records of the discussion will lead to informed discussion when next deciding whether to hold another tournament.

Organising Play for an Event (in Association Croquet)

Before deciding how an event will be played you need to balance

- The number of entries received
- The number of days of play advertised / available
- The number of lawns available.

The following guidelines (based on long experience) are offered to assist this decision.

Time Limits

In some tournaments when there is plenty of time available, games may be played without time limits. However with the pressure of travel and accommodation costs, time off work or away from home, and the need to restrict the length of a day's play, time limits are usually necessary. Eight to nine hours of play may be considered a fair day's play. Much more than that becomes too demanding for many players. As few as six hours of play may be too few for a fair day's play, but for some tournaments it may be enough. When 3 games are scheduled into a day of play then a time limit of 2 hr 30 min, 2hr 45 min or 3 hr would be appropriate, depending upon the skill levels, age and seriousness of the players. When 4 games are needed in a day, then 2hr or 2hr 15min time limits are appropriate.

When games are played with short time limits it may be sensible to play Shortened Games under Laws 44 to 46. This is particularly so with high handicap players, and becomes essential when handicap games are played under short time limits as Law 46 allows for modifying the bisques available.

Methods of Play

1. The three main forms of play used are section play, knockout play and some combination of the two (Swiss, or XY or XYZ or what I will call here Full Knockout Play). Straight knockout play, whether it is a one-life or two-life system, provides plenty of play for winners, but may mean as few as one game for others. As such it is now used for little other than the Arthur Ross Final, some club competitions and the final stages of an event started as section play. Section play in its correct form has all players playing every other player once or twice. However there is often insufficient time and lawns available to play all of the rounds required. So we use other methods, including Swiss for an incomplete section, or breaking the field into several sections followed by knockout, or further section or super section play to complete the event. Incomplete sections should not be played.
2. The XYZ system extends knockout play to include more than just the winners, with first game losers going into the Y knockout and second game losers into the Z knockout. This ensures everyone has 3 games, while the winners play more. A difficulty is that the Z section will require one or two extra rounds.
3. The Full knockout system advocated here is a system where in each subsequent round winners play winners and losers play losers, so everyone has the same number of games (apart from byes).
4. The Swiss is a way of organising incomplete section play so that the winner must have played the other top players in the competition, thus everyone gets as much play as time permits and a clear winner emerges.
5. Super Section play is appropriate when there is insufficient time to play a complete round robin. It ensures that all the top performing players play each other. At the same time players who have not performed as well in the section play meet each other in the super section consolation play.

6. The Egyptian System is most appropriate for use in a club competition where one or more days a week has been set aside for competitive play, but not everyone is available every week. Players inform the event manager if they will be available and a draw is made for each day. Other uses include cases where an unknown number of players will be available in each round of a tournament over several days.

Guidelines follow for 5 to 20 entries in an event. The same principles apply for entries outside this range, and other combinations may be used. In these guidelines an attempt has been made to offer the maximum amount of play in the time available with the lawns available.

An unbalanced number of games can apply when an odd number of entries are to be divided into 2 or more sections. For example, with 15 entries two sections would be of 7 and 8. The section of 8 requires 7 rounds to complete, as does the section of 7. However if there are 13 entries the two sections of 6 and 7 require 5 and 7 rounds respectively to complete. In such cases the Manager should make every effort to find a further entry. If that cannot be done then 5 rounds of Swiss for the second section, will at least balance the time required to play the preliminary sections.

Some Guidelines for Organising Play in Association Croquet

KEY: final* for finals and semi-finals everyone could play, winners play winners, losers play losers.

(L) Long time limits of 2½ to 3 hours for 3 games a day.

(S) Short time limit of 2 to 2¼ hours and perhaps Shortened Games (see Laws 44 to 46), for 4 games a day.

Entries	Lawns	Days of play	Suggested format
5/6	2–3	1	3 rounds of Swiss (L)
		2	5 rounds of section play (L), [plus final* perhaps]
7/8	2–4	1	2 sections of 4 and final* (S)
		2	7 rounds of section play (S), [plus final* perhaps]
		3	best of 3 Full knockout (L), or section play plus further sections of top and bottom 4s (L)
9/10	3–5	1	4 rounds of Swiss or 2 Swiss (3 rounds) sections and final* (S)
		2	6 rounds of Swiss (L) or 2 sections and final* (L)
		3	9 rounds of section play (L)
		4	9 rounds of section play plus top 4 into further section play with the rest to play 3 rounds of Swiss (L)
11/12	3–6	1	4 rounds of Swiss (S)
		2	2 sections and final* (L)
		3	11 rounds (S) [plus final* perhaps]
		4	11 rounds (L) [plus final* perhaps]
		5	11 rounds plus further sections of top, middle and bottom 3 rd s (L)
13/14	4–7	1	4 rounds of Swiss (S) or 4 rounds of Full knockout (S)
		2	with 14 play 2 sections and final* (S), with 13 play 5 rounds in 2 sections, then final* (L)
		3	with 14 play 2 sections semi-final/final* (L), with 13 play 5 rounds in 2 sections then take top 4 in each into a Super Section, same with the rest
		4	13 rounds (S) plus semi-final/final*
		5	13 rounds (L) plus semi-final/final*
15/16	4–8	1	4 rounds of Swiss (S) or 4 rounds of Full knockout (S)
		2	2 sections and final* (S) or 4 sections on 1 st day then sections of the 4 1 st s, the 4 2 nd s, etc on 2 nd day (L)
		3	2 sections and semi-final/final* (L)
		4	15 rounds (S) [plus final* perhaps], or 2 sections then Super Section play
		5	15 rounds (L)
17/18	4	1	divide into divisions
		2	3 rounds with sections of 4,4,4/5,5 (L) (Swiss as needed), then 3 rounds of top 4, next 4, third 4 and bottom 5/6, avoiding byes for those who have had one (5 lawns desirable for 18 players.)
		3	3 sections of 6,6,6/5 (L), then super sections of top 2, middle 2 and bottom 2 (This needs 5 lawns for 18 players. With only 4 lawns use sections of 9,9 (S) and then semi-final and final*, fitting in byes.
		4	3 sections of 6,6,6/5 (L), then super sections of top 3 and bottom 3
		5	17 rounds and semi-final / final* (S)
19/20	5	1	divide into divisions
		2	5 rounds of 4 sections of 5, then 3 rounds of top 4, 2 nd 4, 3 rd 4 etc (S)
		3	as above but (L)
		4	3 rounds of 5 sections of 4, then top 2 and bottom 2 in each section move into a 9 round section play off (L), or 9 rounds of 2 sections followed by 3 round playoffs for top 2 from each section, next 2, etc

(With only 4 lawns you must build byes into the system. Byes are there in the first 5 rounds of the 2 and 3 day examples. Perhaps the bottom section could play 2 semi-finals and final over the last 3 rounds, which saves 3 matches.)

Organising play for an Event (in Golf Croquet)

Before deciding how an event will be played you need to balance:

- The number of entries received
- The number of days of play advertised/available
- The number of lawns available.

The following guidelines (based on experience) are offered to assist this decision.

Time limits

Thirteen point Golf Croquet games will normally finish in under 40 minutes. However there will be games, which take much longer because the players are inexperienced or because one or both players hit the opponent's balls hard, accurately and frequently without gaining position themselves. The WCF rules recognise this. Rule 1(j) allows for time limits to be set, but there are three points in this rule that the manager needs to consider before play starts. When time limits are used each of these points need to be stated to players before the event:

1. The rule allows for play to continue until the next point is scored, unless notified before the event. If time is really tight, the manager may decide that play will stop when time is called, or that play will continue for one more turn with each ball.
2. The rule then allows for play to continue if the score is tied when the stopping procedure is completed. Where section play is involved the manager may be happy to accept drawn games.
3. The rule then says that time limits of less than 1 hour should be imposed only in exceptional circumstances. If an hour is available for games, then time limits may not be necessary. A limit of 45 minutes would be more common practice in New Zealand.

Double Banking

Double banking does not fit well with time limits in Golf Croquet. Generally they should be thought of as alternatives. However if time limits are to be used with double banking, each game should have its own clock, and be permitted to stop it when, but only when, held up by the other game.

Methods of Play

The most commonly used methods of play are described on page 19 and following pages. Section play, or section play followed by knockout, full knockout, further section or super section play are all appropriate methods for running a Golf Croquet event. These methods are described in the NZCC Tournament regulations; sample charts and some guidance in their use are given in this book.

Some guidelines for Golf Croquet Events

The NZCC Regulation 11.5 requires managers to provide at least 5 games per day in a Golf Croquet event. It is probably more desirable to attempt to offer 7 or 8 games, but of course it is not always possible.

If a 45minute time limit is to be used then 12 rounds is an absolute maximum in a day, since this would take 9 hours plus time for game endings under Rule 1(i), and changes between games. Ten rounds, with 7½ hours of playing time is probably more acceptable, particularly if some players will be travelling far after the day's play. Then we must consider the number of lawns available. With 4 lawns and 10 rounds a maximum of 40 games can be played. If this is not enough a further two rounds allows for 48 games. If more is required then double banking must be used (or more lawns found). Double banking with 4 lawns and allowing time for 8 rounds provides for 64 games.

We must also build into the day some non-playing time. If players are not required for every round, then they can have their breaks during the byes. The byes must be spaced to allow players to have lunch and tea breaks, and no one should be required to play more than 3 consecutive games, without a break. However if players are required for every round then two 20 minute tea/comfort breaks and a 40minute lunch break should be scheduled.

Some examples

1. With 16 players, 4 lawns, 1 day, (no double banking), play 4 sections of 4 which requires 6 rounds. Then play a full knockout final among the section winners, and similar consolation events among section 2nds, 3rds and 4ths. A further 4 rounds, making 10 for the day and 5 games for everyone.
2. With 16 players, 4 lawns, 1 day (with double banking), play 2 sections of 8 and a full final round. Everyone has 8 games with no byes, no time limits and stops for teas and lunch.
3. With 16 players, 4 lawns, 2 days (no double banking), play 2 sections, then top 4 (and bottom 4) go into full knockouts. Everyone gets 10 games, and 20 rounds of play are needed with players having lunch and tea while on byes.
4. With 20 players, 5 lawns, 2 days (no double banking), play two sections, then semi-finals and finals for top 2 from each section, the same for 3rds and 4ths and so on, to give everyone 11 games requiring 22 rounds over the two days. With only 4 lawns double banking would have to be used to give everyone enough games.
5. See the example under super section play on page 29.

Double Banking in Association Croquet

Double banking is frequently used to enable more games to be played than would otherwise be possible in the time available on the number of lawns available.

The Laws governing double banking in Association Croquet are dealt with in Law 52. If you are using double banking then at the very least you should draw the attention of players to this rule. If some of the players are inexperienced or unused to double banking it may be worthwhile to read the laws to them. There are important points made in each of the paragraphs, many of which are frequently breached, yet we seldom see them penalised under Law 55. This should not be taken as justification for abusing the law.

Players should be advised to call for a referee after balls in different games collide to ensure that play continues fairly under the Laws.

Law 52(d)(2) requires a player to carry suitable ball markers. Bread bag clips and scraps of leaf or paper are not suitable as they can easily be moved by ball or mallet passing over or near. While coins are less likely to be affected, they too may move and if forgotten can cause damage to mowers. The most commonly available suitable markers are plastic golf markers. A club may be well advised to have a store of these available for loan or purchase when running events using double banking. Players should be encouraged to mark the position of a ball before removing it, rather than after removing it. A marker at the edge of the ball's shadow, or in the centre behind the ball pointing towards the peg or a hoop, or parallel with a side line, is preferable to screwing a hole in the ground to make a mark.

Law 52(d)(4) refers to the start of the second game and suggests that the second game should not start within five minutes of the first, yet we still see the second game being started before all of the first game's balls are on the lawn. A sensible guideline to offer the players is for them to wait until the first players have cleared the initial starting positions.

The law does not refer to **starting a new game while one is already in progress**, however even experienced players will sometimes take over a lawn to the detriment of a game nearing its end under time constraints. Some managers will not allow a new game to start if a game in progress is at a critical stage. At the very least if, a manager sends another game onto a lawn, the players should be told to give precedence to those already near the end of their time, after all they may already have been much delayed by sharing the lawn with an earlier game.

In time limited games managers may choose to allow an extra 10 to 15 minutes for double-banked games, particularly where only some games are double banked. If all games or even most games are double banked there is little justification for adding extra time, choose your time and stick to it. The only time the clock should be stopped because of delays in the other game is when a refereeing decision in the other game has to be waited for, such as a wiring enquiry. Otherwise, the clock should not be stopped except with the permission of a referee.

Double Banking in Golf Croquet

Double banking in Golf Croquet can be hazardous, particularly where there are hard-hitting players involved. In Association Croquet the non-strikers are normally off the lawn, so there are usually only two players there when double banking, whether the games are singles or doubles. However in Golf Croquet all of the players involved are on the lawn throughout and perhaps two referees or scorers as well. This causes few problems when the players are playing mainly gentle or firm shots, but with very hard-hitting players whose balls deflecting off opponent's balls may travel swiftly in unexpected directions it may be safer in a rugby ruck. Also, unlike Association Croquet, Golf Croquet games are much shorter, so even with several byes players can usually still get a good day's play without double banking.

However where double banking is needed in Golf Croquet there are several issues to note, which should be advised to the players before the event starts. Referees should be aware of these issues and be prepared to apply them:

- When starting, the second game should allow the first to clear the first hoop and maybe the second before starting.
- When the first game is playing hoop 12 the players (or referee) should consider the state of the other game. If it is approaching hoop 10, then it may be as well to play hoop 7 again as the 13th hoop. This should be decided before playing the 12th. If this is to be allowed the manager should announce this before play, as it would be a local variation on the rules.
- When both games are approaching the same hoop or the same area of the lawn, precedence is normally given to the game arriving there first, although consideration should also be given to allowing the play, which will expedite the games best. Thus a player on the boundary below hoop 4, but contesting hoop 2, should be allowed to play through a group at hoop 5, rather than wait and then perhaps delay the forward group later. But courtesy is the prime concern.
- It would not be normal to use time limits when double banking, but if they are used each game should have a clock and be allowed to stop it only when waiting for lawn space.
- Marking of balls while the other game plays through should be done carefully, but swiftly. See the note on marking in Association Croquet given on the previous page.

Event Charts and Methods of Play

Charts are prepared for several reasons, including:

1. To keep track of progress during the event. The manager will probably use the charts in the tournament book for this purpose.
2. To enable players and spectators to keep track of progress. This will normally be on a larger chart (probably A3 size) posted on a notice board.
3. To enable the Tournament Handicapper to keep track of how players are performing. As there is now provision for a Tournament Handicapper to make non-automatic changes, the handicapper needs to stay aware of how players are performing.
4. To enable the selectors, whether local or national, to see records of how players under consideration have performed.
5. For historical records of the progress of a tournament.

Thus it is necessary to keep charts that will meet all of these needs in a presentable fashion. A variety of different forms of charts are presented here for your use. They may be photocopied from this book onto A4 or A3 paper, or may be drawn up by the manager following the suggested formats.

Over the years I have seldom used a chart provided by the NZCC, because I prefer to record on the chart the lawn draw and any special conditions that apply. Of course there is no reason why the chart and the draw shouldn't be provided separately, if they are to be provided. For these purposes I usually create the charts on a computer spreadsheet, but I did draw them up by hand before I acquired the computer skills.

The completed charts should show:

1. The Tournament name and dates.
2. The event the chart applies to, and perhaps the stage of the event involved.
3. If section play is involved, whether the placings are found using regulation 24.6.4.1 or regulation 24.6.4.2.
4. The players' names (as shown in the Year Book), associations and handicaps, whether the event is a handicap event or not.
5. The event (or section) winner and runner-up.
6. If there was post section play, the format it followed.
7. Any time limits that may have been used.
8. Where the lawns are not full sized, what the dimensions were, and hoop settings used.
9. Any peeling finishes greater than a single peel and unused bisques or extra turns in handicap play.

A variety of charts are provided in the following pages, with some guidance in their use in many cases.

Simple One-life or Two-life Knockout Charts

In a one-life knockout draw you have a choice between a fully random draw, a partially seeded draw or a fully seeded draw.

The chart given on page 35 is a chart for a **seeded draw** for up to 16 players or teams. Seed the players from first to the last using world rankings (see Regulation 23) or the players' NZ handicaps. Players on the same handicap may be listed by making a random draw. With fewer than 16 players place byes in the lowest ranked positions (that is 16th, 15th and so on). When all players are listed place them in the draw in the positions shown. Only the winners go forward to the next round.

Should you have more than 16 players to place in a seeded draw you could use two charts, an A chart and a B chart. List the seeded players in order as before. From this list create two lists an A list having all the odd numbered seeds in order from the original list and a B list having all the even numbered seeds. Renumber the players in each list and write them into the A and B charts. The winners from each chart play in the final. For example, if there were 23 players listed in seeded order, the 1st, 3rd, 5th, 7th, on to the 23rd would be placed in that order on the A list, renumbered s1, s2, s3, to s11 and entered on the A chart, with byes in the s12 to s16 positions. Similarly the other 10 players would be entered on the B chart.

For a random draw the standard procedure known as a Bagnall-Wild draw is given in regulation 24.1. You may use the knockout chart given here, but ignoring the seeding numbers.

The two-life system is seldom used today, but if you should chose to do so the method for making the second life (the Process) draw is detailed in regulation 24.2.

The XY or XYZ system

This is a knockout system designed to give all players at least two games in the XY system or three games in the XYZ system. The X Draw is a simple knockout draw. All players who lose their first match go into a new knockout draw called the Y Draw in the same order as they were in the X Draw. This makes what is called an XY system. A chart is provided on page 36 for 16 players. The names of the players are entered into the middle column of the chart using either the seeded number given on the chart for a fully seeded draw or the Bagnall-Wild method for a random draw. When a field of 16 players is involved then the subsequent placing of players on the chart is shown where w5 is where the winner of game 5 is placed and L9 is where the loser of game 9 is placed. With a field of 8 players only the top half of the draw is needed.

However when byes are involved things change a little. Players who have a bye in the first round of the X Draw play their first game in the second round. If they win this game they continue to play in the X Draw, but if they lose this game they move to the Y Draw. Thus when byes are involved the number of players going forward to the Y Draw is not known until after the second round in the X Draw.

For example, if we have 13 players entered then:

- There will be 3 players who had byes in the first round of the X Draw and 5 winners to go through to the second round. And 5 losers to go through to the Y Draw.
- In the second round of the X Draw, 3 players are having their first game. If all 3 lose there will be 8 players now for the first round of the Y Draw. If all 3 win there will only be 5 players in the first round of the Y Draw, requiring 3 byes. Otherwise there will be 6 or 7 players in the Y Draw requiring 1 or 2 byes. Thus the Y Draw cannot be finalized until after the second round of the X Draw when there are byes present.

In the XYZ system players who lose their second match go into a third draw called the Z Draw. If there are any byes in the X and Y Draws, then the number of players coming into the Z Draw will not be known in advance. There may be occasions when players do not have their second match until the fourth round of play, which means that the Z Draw may not be able to be made until after the fourth round of play. This may be fine for a club competition played over several weeks, but is not so good for a tournament played in a limited time period.

Consequently it is risky to advertise use of the XYZ System in advance when the number of rounds available for play is limited and you cannot be sure of getting 8 or 16 or 32 entries.

Full Knockout Play

Full Knockout Play is not listed among the methods of play given in regulation 24. However when you have a limited amount of time in which to complete an event, yet want to give as much play as possible it can be an effective method to use. Essentially it is knockout event in which everyone plays in each round (except as byes occur). Winners play winners and losers play losers in each subsequent round, finishing with the players ranked from first (having won all games) to last (having won none). In a field of 16 the player finishing 9th will have had 3 wins while the player finishing 8th will have had only 1 win, consequently it is best to use a seeded draw rather than a random draw to allocate places in the first round. This is a particularly effective method to use for post section play where section play has helped to establish seedings. A chart for up to 16 players in a full Knockout Draw is given on page 36.

Section Play

Section play, sometimes called round robin play, is a draw in which each player plays every other player in the section. Section play should always involve each player playing every other player in the section. Incomplete section play when not all of the rounds are played should never be planned for, although weather may rarely cause a section play event to be cut short. If there is insufficient time or lawns available to play a complete round of section play then some other method of play must be planned.

When large fields (large compared to the time and lawns available) have entered an event the field may be broken into 2 or more sections for section play, with post section play organised to find the event winner and to provide further play for all competitors. For example in the New Zealand Association Croquet Open, with a field of 56 to 64, play commences with 8 sections of 7 or 8 players. The top 4 in each section then move into a final 32 and play an XYZ event, while the remainder are redrawn into two or four sections, which are followed by a simple knockout for the Heenan Plate.

When there is an even number of competitors in a section, the number of rounds required is one less than the number of players. When there are an odd number of competitors in a section, the number of rounds required is the same as the number of players, as each player has a bye. Thus care must be taken in dividing fields into two or more sections. With 15 entries, two sections of 7 and 8 will be fine (if lawns and time permit), as both require 7 rounds of play. However, if there were 17 entries, two sections is not a suitable option as one section would require 9 rounds of play and the other 7 rounds. Some other method of play should be found, or better still an extra entry should be sought.

On pages 39, 40 and 41 are charts for up to 8, up to 16 and up to 20 players in section play. On page 23 there is a completed chart for an event with 6 entries. The six players were drawn randomly into positions A to F on the chart.

Then as games are completed the scores were written on the charts. When Zoe played Violet she won 26-9. The 26 was written on the chart on Zoe's line in the column headed by Violet's

code letter, B. The 9 was written on Violet's line in the column headed by Zoe's code letter, D. When Vera played Vern, she won 18-17. The scores were entered as before, but this time the manager needed to note that 18 was a winning score. Managers use a variety of methods for doing this. You must select the one that suits you best. Here the method used was to write the letter w alongside a winning score other than 26 (which must be a winning score in Association Croquet, as is 7 in most Golf Croquet). Other methods used are to circle the winning scores, to write the winning scores in a different colour, or to use a highlighter to mark the winning scores.

When all games were finished the number of wins were tallied and recorded. The manager would have checked that the number of wins recorded equalled the number of games played, before taking the next step. With a little luck there would have been a clear winner and runner-up and so on through the places. That has not happened here, there were two tied on 4 wins in first place and two on 1 win in last place. The method of deciding the winner had been announced at the start of play.

If 24.6.4.1 had been the advertised method, then the winner would have been found by a play-off. Had there been 3 players tied on wins then two would have been drawn by lot to play the first game and later the winner would play the third player to find the event winner and runner-up. The columns mentioning points would be ignored.

As 24.6.4.2 was the advertised method (sometimes called the American method) then the net points had to be found. The 'Points for' each player were added across the rows, and the 'Points against' were added down the columns. They were subtracted to find the 'Net Points'. Where there were more points scored against a player, than the number the player scored then the net points were negative, as with Vern who scored 91 points for, but had 97 scored against him, so his net points were -6 . The winner was now the player with the most wins and the best net score among the players with that number of wins. Note that, although Zack had a better net points score than Vera, Vera still retained second place as she had more wins than Zack. Wins are counted first, then net points to break ties.

The net points were calculated here for all players. This may be needed if there is to be post section play, for which the places are needed. Otherwise, Violet and Zena could have been placed 5th equal. It is advisable to calculate the net points for all players, even if placings are not required. The net points of all players should add to make 0. If this is not so, a mistake has been made.

Managing a Croquet Tournament

New Zealand Croquet Council (Inc)

Tournament South Island

Chart for up to 8 entries

Venue Wherever CC

Event SI Singles (1)

Date dd/mm/yy

Section - only	H/C	A	B	C	D	E	F	G	H	Wins	Points for	Net Points	Place	
A	Vera Black - South Canty	4		26	18W	18	26	25W			4	113	+27	2
B	Violet Blue - Southland	5	15		11	9	21W	3			1	59	-44	5
C	Vern White - Marlborough	7	17	13W		20	18	23W			2	91	-6	4
D	Zoe Green - Otago	4	24W	26	26		26	17			4	119	+51	1
E	Zena Pink - Otago	9	7	12	20W	0		13			1	52	-64	6
F	Zack Brown - Canterbuy	7	23	26	22	21W	25W				3	117	+36	3
G														
H														
		Points against	86	103	97	68	116	81			EXAMPLE			

Winner Zoe Green

Note that all Net Points are calculated.

Runner-up Vera Black

They must add to 0, which gives a check on arithmetic.

Some Selected Draws for Seeded or Random Section Play

For a seeded draw where the top seed is given code A, the next seed code B and so on, the following draws ensure the top seeds play each other late in the event. They are also suited to draws where the code letters are allocated randomly (eg drawn from a hat).

With fewer lawns, rename some lawns 1DB or 2DB etc as fits the need. With an odd number of players set the highest code letter as the bye, adjusting lawn allocation if necessary to avoid empty lawns. So with 5 players, F would become the bye.

Draw for 5 or 6 teams

Round	Lawn 1	Lawn 2	Lawn 3
1	BE	CF	AD
2	AF	BD	CE
3	BC	AE	DF
4	DE	BF	AC
5	AB	CD	EF

For a double round robin use the same draw, but change the lawn numbers 1 to 2, 2 to 3, 3 to 1 in the second round.

Draw for 7 or 8 teams

Round	Lawn 1	Lawn 2	Lawn 3	Lawn 4
1	AH	BG	CF	DE
2	DF	CE	AG	BH
3	BE	AF	DH	CG
4	DG	CH	AE	BF
5	BC	AD	FG	EH
6	EG	FH	BD	AC
7	AB	CD	EF	GH

Draw for 9 or 10 teams

Round	Lawn 1	Lawn 2	Lawn 3	Lawn 4	Lawn 5
1	EG	CF	BJ	AK	DH
2	FH	AJ	DG	CE	BK
3	CK	DE	AH	BG	FJ
4	DF	BH	EK	CJ	AG
5	BE	GK	DJ	AF	CH
6	CG	AE	BF	JH	DK
7	AD	GJ	EH	FK	BC
8	EJ	FG	AC	BD	HK
9	AB	CD	JK	GH	EF

Draw for 11 or 12 teams

Round	Lawn 1	Lawn 2	Lawn 3	Lawn 4	Lawn 5	Lawn 6
1	AE	BF	CG	DH	JM	LK
2	JL	KM	AH	BE	CF	DG
3	CE	DF	JK	LM	AG	BH
4	BK	AJ	EG	FH	DM	CL
5	DL	CK	BJ	AM	EH	FG
6	GH	EF	DK	CJ	BM	AL
7	AF	CH	BL	EK	DJ	GM
8	CM	BG	HJ	FL	AK	DE
9	EJ	FK	AD	BC	GL	HM
10	HL	EM	FJ	GK	BD	AC
11	AB	CD	EL	FM	HK	GJ

Draw for 13 or 14 teams

Round	Lawn 1	Lawn 2	Lawn 3	Lawn 4	Lawn 5	Lawn 6	Lawn 7
1	AG	BH	CJ	KP	DL	EM	FN
2	JN	DP	FM	BG	AK	CH	EL
3	HM	CG	DN	FL	EP	BK	AJ
4	CK	EN	GL	AH	BJ	FP	DM
5	AL	BM	FK	EJ	CN	DH	GP
6	DJ	HN	AP	CM	EK	FG	BL
7	BP	CL	JM	DK	FH	AN	EG
8	EH	AM	BN	FJ	DG	KL	CP
9	BF	DE	JL	GM	KN	HP	AC
10	MN	GJ	CD	LP	AF	BE	HK
11	GK	NP	AE	BD	HJ	CF	LM
12	EF	BC	GH	JK	LN	AD	MP
13	AB	HL	KM	CE	JP	GN	DF

Managing a Croquet Tournament

Draw for 15 or 16 teams

Round	Lawn1	Lawn 2	Lawn 3	Lawn 4	Lawn 5	Lawn 6	Lawn 7	Lawn 8
1	GQ	HR	EN	FP	CL	DM	AJ	BK
2	AK	BJ	CM	DL	EP	FN	GR	HQ
3	DN	CP	AQ	BR	HM	GL	FK	EJ
4	FJ	EK	HL	GM	BQ	AR	CN	DP
5	CK	DJ	BM	AL	GN	HP	EQ	FR
6	ER	FQ	GP	HN	AM	BL	DK	CJ
7	BN	AP	CQ	DR	FL	EM	GJ	HK
8	HJ	GK	EL	FM	CR	DQ	AN	BP
9	AH	DE	CF	BG	KQ	JR	LP	MN
10	LN	MP	KR	JQ	DF	CE	BH	AG
11	BE	AF	DG	CH	JP	KN	MQ	LR
12	MR	LQ	KP	JN	CG	BF	AE	DH
13	BC	AD	FG	EH	KL	JM	NR	PQ
14	PR	NQ	JL	KM	BD	AC	FH	EG
15	EF	GH	AB	CD	NP	QR	JK	LM

If using 4 lawns treat lawns 5, 6, 7, and 8 as 1DB, 2DB, etc

If using 6 lawns treat lawns 7 and 8 as 5DB and 6DB, then everyone has 7 or 8 games double banked and 7 or 8 games not double banked.

Draw for 17 or 18 teams

Round	Lawn1	Lawn 2	Lawn 3	Lawn 4	Lawn 5	Lawn 6	Lawn 7	Lawn 8	Lawn 9
1	AN	BP	DR	CQ	ST	EM	FL	GK	HJ
2	RS	EL	FM	GJ	HK	AT	BN	CP	DQ
3	DP	CN	AS	BT	QR	FJ	EK	HL	GM
4	HM	FK	GL	EJ	DN	BS	AR	PQ	CT
5	BL	AM	NP	CK	ET	HQ	DJ	GR	FS
6	FN	GQ	RT	ES	CJ	DK	AL	BM	HP
7	AK	BJ	CM	DL	HN	GP	FT	QS	ER
8	DM	HS	GT	PR	FQ	CL	BK	EN	AJ
9	JT	MP	LR	NQ	KS	DE	CF	AH	BG
10	KL	EH	GN	FP	DT	JM	BR	CS	AQ
11	CE	QT	BH	AG	LP	JS	MN	DF	KR
12	DG	AF	KQ	MT	BE	LN	PS	JR	CH
13	BF	MS	AE	DH	CG	KP	JQ	LT	NR
14	KT	CR	JN	LM	AP	BQ	FH	EG	DS
15	EQ	FG	BC	AD	JL	HR	NS	KM	PT
16	NT	JK	LS	GH	MQ	AC	EP	BD	FR
17	AB	CD	EF	JP	KN	GS	MR	HT	LQ

At least 5 lawns are needed for this, with only 4 lawns available then byes are needed, so choose to use two or more sections, with suitable post section play.

With more than 18 competitors it is usually better to play 2 or more sections followed by, further section play, super section play, full knockout play, or whatever best fits the situation.

Circular Draws for Section Play

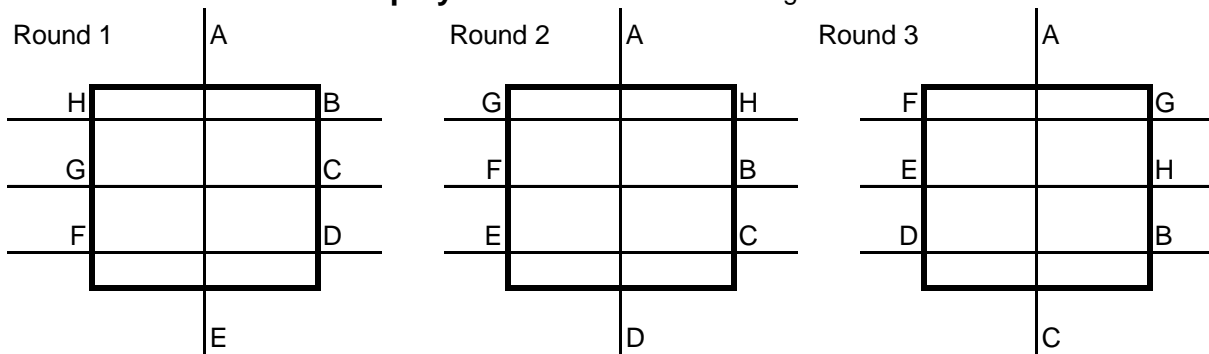
This is an easy way of ensuring you get all the games, when you don't have a table of draws handy.

Steps

1. Draw a box (or circle) and draw a vertical line through it.
2. Halve the number of entries, subtract 1 and round up if needed.
3. Draw this number of lines across the box.
4. Place code A at the top and then B, C, D, etc round the box in clockwise order, with bye last.
5. Reading across the lines gives the first round draw.
6. Draw another box and move all letters except A round in a clockwise direction.
7. Reading across the lines gives the second round draw.
8. Repeat this until you have a box for each round of the draw.

Circular draws for 7 or 8 players.

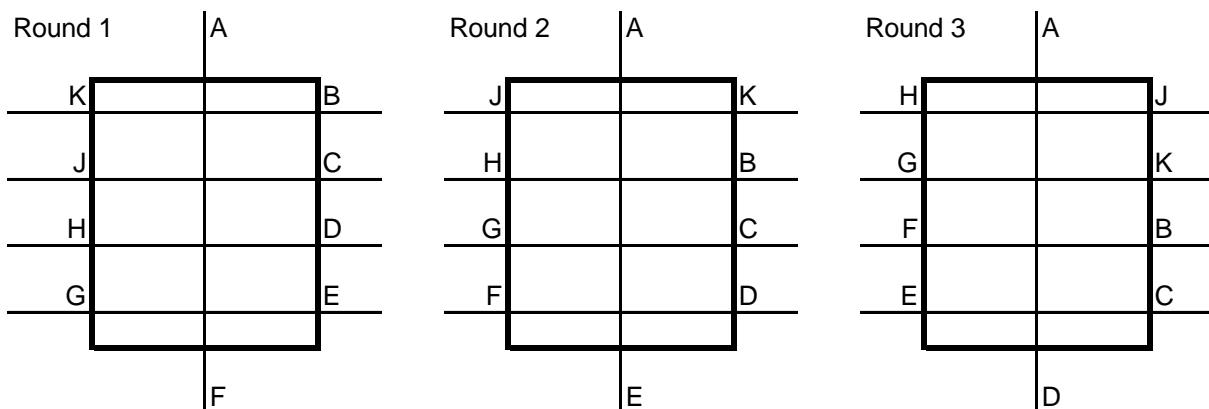
- the first 3 figures of the 7 needed.



So Round 1 is AE, BH, CG, and DF, Round 2 is AD, BF, CE, GH, and so on.

Circular draws for 9 or 10 players.

- the first 3 figures of the 9 needed.



So Round 1 is AF, BK, CJ, DH, EG, ETC.

These draws are best used when players are randomly drawn into the section.

However if you wish to use a seeded draw, you can place the first seed at A, the second in the bottom left corner, the third two places clockwise from that, and continue placing the seeds in every second position in a clockwise direction.

Managing a Croquet Tournament

New Zealand Croquet Council (Inc)

Swiss Chart for 10 teams, 6 rounds

Tournament Jerk Open

Event _____

Date dd/mm/yy

Competitors

A	Abe Awke - Auckland (-1.5)
B	Babe Bede - TV (-0.5)
C	Cora Cade - Cauty (-2)
D	Dale Dean - Auck (0)
E	Eve Eade - Northland (-1)
F	Fred Ford - Wai/ KC (-1.5)
G	Gail Gale - BoP (-1)
H	Hed Hades -Wai/KC (-2)
J	Jan Jones - Tara (-1)
K	BYE

Wins after round...

	1	2	3	4	5	6	Place
1	1	1	2	2	3	4	
0	0	0	1	2	2	2	
1	2	3	3	3	4	4	3RD
0	1	1	1	2	2		
1	2	2	3	3	4		
0	0	1	1	2	2		
1	1	2	3	4	5		1ST
0	1	1	2	2	3		
1	2	2	3	4	4		2ND
0	0	0	0	0	0		

Order before round.....

	2	3	4	5	6
1	A	C	C	C	J
2	C	E	E	E	G
3	E	J	J	J	C
4	G	A	A	G	E
5	J	G	G	A	A
6	B	D	D	H	H
7	D	H	H	B	B
8	F	B	B	D	D
9	H	F	F	F	F
10	K				

Matches in round.....

Lawns	1	2	3	4	5	6
1	AB	EG	AJ	DH	CG	FH
2	CD	BJ	DG	AE	BF	DE
3	EF	AC	BH	CJ	AH	GJ
4	GH	DF	CE	FG	EJ	BC
5	J	H	F	B	D	A

EXAMPLE

Scores

	A	B	C	D	E	F	G	H	J	K
A	/	26	23		9			26	26	B
B	13	/	0			6		25w	5	B
C	26	26	/	26	26		19		15	
D			9	/	0	26	21	24		B
E	26		21	26tp	/	26tp	26		23	
F		26		15	0	/	3	20		B
G			20w	26	12	26	/	26	26	
H	1	22		26		26	21	/		B
J	17	26	23w		26		4		/	B
K										/

Lawns used

	A	B	C	D	E	F	G	H	J	K
A	/	1	3		2			3	1	Bye
B	1	/	4			2		3	2	Bye
C	3	4	/	2	4		1		3	
D			2	/	2	4	2	1		Bye
E	2		4	2	/	3	1		4	
F		2		4	3	/	4	1		Bye
G			1	2	1	4	/	4	3	
H	3	3		1		1	4	/		Bye
J	1	2	3		4		3		/	Bye
K										/

Swiss Events

Swiss events are used in events when there is not enough time to play full round robins in one or more sections.

Example 1: Ten entries and 2 days. A full round robin requires 9 rounds, which may be too many for 2 days, even with 2 hour time limits. Playing in 2 sections of 5 and then a final, requires only 6 rounds, but means two players have a bye in each round. With only two lawns this is fine, but with more it is better to keep players playing. Playing 6 rounds of Swiss gives everyone the maximum amount of play and usually ensures that the most successful players have played each other.

Example 2: Seventeen entries with 2 days to play the event. With only 16 entries one choice would be to play in 4 sections the first day and then a final section of section winners and three consolation sections of 2nds, 3rds and 4ths. If the extra player is put into one of the sections, there would be a section of five requiring 5 rounds to play. With time for only 3 rounds, Swiss could be used for this section. Then in the consolation section play the bottom section would have 5 players, run to avoid a second bye for anyone.

Instructions for running a Swiss event are given in Regulation 24.8 of the NZCC Tournament Regulations. Managers have used various ways of keeping track of the progress of a Swiss event, not all of which are correct. Presented on page 42 is the form I have used for many years. This particular form is for up to 10 players and up to 6 rounds of play. Similar charts for more players can be drawn up in a similar manner. I do not normally use the table marked 'lawns used', but some managers insist on it, so I have included it. To illustrate its use I offer an example, discussed here. You may wish to start with a photocopy of the master sheet from page 42 and follow the example checking your chart against the completed one on page 26.

1. Random draw of the 9 entries, placing the bye at the bottom of the draw. The bye replaces lawn 5 and player K.
2. First round results are: A26B13, C26D9, E26tpF0, G26H21. Enter the results in the scores table and record the number of wins (1 or 0) in 'Wins after round 1' Note that J is recorded as having a win, with no net score. Next, in the table 'Order before round 2', write in from the top the 5 winners then the 4 losers, in order. Now, from this table we pair the top 2, bottom 2 (including the bye which is always bottom), next top 2, next bottom 2 and last pair. This gives the pairings for the second round of AC, Hbye, EG, DF, BJ. Now place these on lawns the players did not use in the first round.
3. Second round results are: E26G12, J26B5, C26A23, D26F15. Enter scores and then add 1 to winner's totals in 'Wins after round 2' column. Now in the 'Order before round 3' column list the 3 codes with 2 wins, in the same order as in the previous column. Then the 4 codes with 1 win and the 3 codes with no wins. Once again the pairing is simply done to give CE, Fbye, AJ, BH, DG. Place on lawns avoiding having players on the same lawn twice in succession.
4. Third round results are: A26J17, G26D21, B25H22, C26E21. Enter scores and add 1 to get the 'Wins after round 3' for the winners and add 0 for the losers. Then in the 'Order before round 4' column list the one code with 3 wins then the 4 codes with 2 wins in the same order as in the previous column, then the 3 codes with 1 win. Simple pairing will not work this time as the order hasn't changed. So C is paired with the first available code from the top, J, and the bye is paired with the first available from the bottom, B. At the top again E pairs with A, and at the bottom F pairs with H. But the two remaining codes, D and G have already played, so we redo the last pair and get F with G and D with H.
5. Fourth round results are: J23C15, E26A9, G26F3, H26D24. Enter scores and update 'Wins after round 4'. We now have 4 players with 3 wins. Enter their codes in the 'Order before round 5' column in the same order as for the previous column, and complete the column. In finding the games C has played E and J so is paired with G. D is the first up

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from the bottom to have the bye. E and J can be paired at the top. B and F will pair at the bottom, leaving A and G. The games CG, EJ, BF, and AG are allocated lawns avoiding having players play a third time on a lawn.

6. Fifth round results are: G20C19, J26E23, F26B6, A26H1. Enter scores and update 'Wins after round 5'. Now in the 'Order before round 6' column the codes are entered in the usual way. J and G pair at the top for the last round. From the bottom A is the first code to pair with the bye. Then, from the top the first pairing with C is H. However pairing up from the bottom there is no player available to play F, so we go back to the last pairing made and change it. C now pairs with B, enabling F to pair with H and D with E. These are allocated lawns.
7. Sixth round results are: G26J4, C26B0, H26F20, E26tpD0. Enter scores and update 'Wins after round 6'. As this is the final round being played we now find the results. G is the clear winner with 5 wins from the 6 games. However, if a runner-up is required matters are not so clear with 4 players having 4 wins. We will now place these using the rules for finding a winner. Regulation 24.8.4.3 used when more than two players have tied on wins says we should check on the wins in the games played among these players. C and J both had 2 wins while A and E each had 1 win, so this eliminates A and E. We now have to break the tie between C and J, which Regulation 24.8.4.2 says goes to the winner of the game between them, so J is the runner-up.

Super Section Play

Super section play is intended for situations where there is not enough time to play a full round robin, and the field is too big to comfortably use a Swiss draw. If rounds are to be left out it is vital that among the rounds played should be the rounds involving the top finishers in the event. Super section play ensures that the top finishers have all met. The method for super section play is given in Regulation 24.7.

Some examples

1. At the 2002 NZCC Gold and Silver Mallets, we had 26 entries. There were 6 lawns available, 6 days of play, and 3 hour time limits had been advertised for the event. Eighteen rounds was the maximum available, with 25 rounds required for a full round robin, so a full round robin was not possible. With 6 lawns we had to have at least 2 players with byes or have staggered round play. Staggered rounds may be acceptable with small fields and senior players likely to finish games quickly, but certainly not with such a large field, so at least 2 byes a round must be included.

With 26 players we could have 2 sections of 6 and 2 sections of 7, for the preliminary rounds, but a section of 7 needs 7 rounds to play and a section of 6 only needs 5 rounds. Using this would leave too many players without games. (This would be okay with 21 to 23 players, as sections of 5 and 6 both require 5 rounds to play.) Nor would 3 sections of 8 or 9 work, for the same reason.

So we needed two sections of 13 players, requiring 13 rounds and having a bye in each section in each round. We were left with 5 rounds available for the post-section play. We chose to take the top five players from each section through to the super section final, where they played the five players from the other section using the five rounds available, carrying forward the results against the other four from their original section. This meant that the top 10 players on performance at this event played each other, and that it was only those games that counted to find the winner and runner-up. The next four players from each section went forward to a super section consolation, as did the last four in each original section. These sections only needed 4 rounds, so there was time to allocate the byes needed. In all everyone played either 16 or 17 games in the 18 rounds available. The whole thing including lawn allocation was planned and printed in advance.

2. At a recent two day tournament with plenty of lawns and 12 entries, we could have played 2 sections of six and then a final round, using a 3 hour time limit, but we had decided on 4 2-hour rounds to match another event the same day. To play 8 of the 11 rounds in a full round robin we used 2 sections of six and then a super section final with the top 3 from each preliminary section and a similar consolation event. The charts for this event are given on page 31, (with the names changed) so you may see how to present the charts for super section play.

I produce these charts using an Excel Spreadsheet, (as I did with all the charts in this book), printing the preliminary and final sections on opposite sides of the paper. There is also room to include the lawn draw and any instructions relating to the competition, such as how section places would be found. However if you do not have this facility, ordinary section charts may be used.

3. At the 2005 Golf Croquet Nationals we had 2 days to play the Open Singles with 18 entries and the Limited Singles with 16 entries. There were two venues with 6 and 4 lawns each. We had decided not to use double banking for the top events in the country, but instead to use 45 minute time limits. Allowing for some time wastage between games this meant that 12 rounds in a day was an absolute maximum. At most we had time and lawns for about 12 games for each player.

On the first day of the Open at the 4 lawn venue we played 3 sections of 6. Then on the second day the top three players from each section went into a super section final, with the bottom 3 going into a super section consolation. It is of interest that the player carrying forward the best results (2 wins and +8) finished 4th, while the player who carried forward the 8th best result of the 9 players (1 win and -4) won the event! All players in this event had 11 games in the 2 days.

In the limited event we had 2 sections of 8 at the 6 lawn venue on the first day. Then on the next we took the top 5 from each section into a super section. The bottom 3 from each section went into a consolation section, where 5 rounds satisfied a full round robin, to match the 5 rounds of super section. All players in this event had 12 games.

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	SECTION I	A	B	C	D	E	F	Wins	pts for	net pts	Place
A	Ann Green (Well, 2.5)	*	14	11	15w	12	20w	2	72	-19	5
B	Bob Gray (Tara, 1)	15w	*	15	5	8	0	1	43	-75	6
C	Cath Black (Mana,1)	18w	26	*	14	19	10	2	87	-4	4
D	Dave White (BoP, 0)	13	26	18w	*	17w	22w	4	96	+29	2
E	Eva Brown (Wga, 0)	26	26	21w	12	*	25w	4	110	+48	1
F	Fred Scarlet (HB, -1.5)	19	26	26	21	6	*	2	98	+21	3
	pts against	91	118	91	67	62	77				

	SECTION II	G	H	J	K	M	N	Wins	pts for	net pts	Place
G	Geri South (HB,3)	*	14w	26	15w	16	15	3	86	+17	3
H	Henry West (Mana,1)	8	*	13w	1	5	0	1	27	-71	5
J	Jean North (Wga,5)	3	6	*	6	6	3	0	24	-86	6
K	Kay East (W/KC, 0.5)	13	26	19w	*	21w	6	3	85	+23	2
M	May Upside (S Tara, 1)	22w	26	26	14	*	2	3	90	+16	4
N	Nev Down (Mana, -2.5)	23w	26	26	26	26	*	5	127	+101	1
	pts against	69	98	110	62	74	26				

The first 3 from each section go forward to the event final, carrying forward the data from the games among them. Brown won her section, but among the 3 players going forward she had a win and a loss. She scored 37 points against them, and had 23 scored against her, so she carries forward 1 win and +14 net points. A similar calculation is done for all the players

	Event Final	P	Q	R	S	T	U	Wins	pts for	net pts	Place
P	I.1 Eva Brown	cf. Wins(1) Net pts (14)			6	17	18w	2	41	-5	4
Q	I.2 Dave White	cf. Wins(2) Net pts (6)			14	26	23w	4	63	15	2
R	I.3 Fred Scarlet	cf. Wins(0) Net pts (-20)			26	25w	26	3	77	23	3
S	II.1 Nev Down	26	26	0	cf. Wins(2) Net pts (28)			4	52	34	1
T	II.2 Kay East	20w	9	21	cf. Wins(0) Net pts (-22)			1	50	-40	6
U	II.3 Geri South	14	19	13	cf. Wins(1) Net pts (-6)			1	46	-27	5
	pts against	60	54	34	46	68	67				

	Consolation	V	W	X	Y	Z	L	Wins	pts for	net pts	Place
V	I.4 Cath Black	cf. Wins(2) Net pts (+18)			17	26	26	4	69	48	2
W	I.5 Ann Green	cf. Wins(0) Net pts (-8)			10	20	13w	1	43	-28	4
X	I.6 Bob Gray	cf. Wins(1) Net pts (-10)			19w	26	21w	4	66	20	3
Y	II.4 May Upside	20w	26	13	cf. Wins(2) Net pts (41)			4	59	54	1
Z	II.5 Henry West	15	26	7	cf. Wins(1) Net pts (-14)			2	48	-38	5
L	II.6 Jean North	4	11	16	cf. Wins(0) Net pts (-27)			0	31	-56	6
	pts against	39	63	36	46	72	60				

Looking at White's results, he carried forward 2 wins and had 2 more, so he finished with 4 wins against the other 5 players in the final. In this part of the competition he scored 63 hoops and had 54 scored against him. When added to his net points carried forward from earlier play he finished with +15 pts, for second place.

First Aid

ABC's of First Aid

In every case of accidental injury or sudden illness ensure that the **ABC's of First Aid** are checked first, especially where life is threatened.

First – check for response from victim using voice and touch.

Call for ambulance, dial 111 and say if suspected heart attack.

A – Airway

Position victim flat on back on a firm surface. Check that the casualty has a clear airway. Tilt head well back. Lift chin with fingers. Simply by ensuring an open airway, lives can be saved.

B – Breathing

In order to check whether a casualty is breathing, LOOK for the chest rising and falling, LISTEN for breathing and FEEL any air movement from the mouth and nose. If a casualty is not breathing, give 2 effective breaths for an adult, 5 effective breaths for a child/infant

C – Circulation

Check for signs of life (no more than 10 seconds) - breathing, coughing, movement

Locate correct hand position

Compress chest adequately (1/3 of chest)

Compress chest at correct speed (rate 100 per minute)

Compression to breath rate 5:1

Recheck for signs of life after 3 minutes

Chest compressions are the most important part of CPR. If for any reason, you are unable to give rescue breaths to a patient, DO attempt chest compressions.

Stop any bleeding

- REMEMBER your treatment is First Aid. Damage can be caused by doing too much.
- DON'T move a badly injured person unless breathing is obstructed or life is in danger.
- STOP bleeding as soon as possible by pressure.
- GIVE nothing by mouth to persons who are badly injured, unconscious, suspected of having a broken bone or who will be going to hospital.
- NOTES about the accident, and treatment, could be helpful to a doctor or hospital.
- IF possible, wash your hands before and after treating wounds.
- CLEANLINESS is of the utmost importance.

Managing a Croquet Tournament

Sprains

A sprain is the tearing of a ligament at the joint. It has the same basic signs and symptoms as a fracture.

1. Rest the area.
2. Apply an ice-pack for 20 minutes at 4 hourly intervals for the first 24 hours.
3. Bandage ice-pack in place firmly with a compression bandage.
4. Re bandage firmly after removing ice-pack.
5. Elevate limb.
6. Consult a doctor.

Broken Bones

Broken bones are “fractures” – a term used when the bone is broken or cracked. The injured person may say that he felt the bone snap, but more often he will complain only of pain at the injured site, the pain being increased on movement of this part of the body. There is tenderness around the injury. If the bone lies close under the skin deformity may be seen, or irregularity felt.

1. Do not move patient unless absolutely necessary
2. Stop bleeding and treat skin wounds
3. Support injured bone to prevent movement.
4. For a leg fracture do no more than make patient as comfortable as possible with pillows and blankets to cushion the leg.
5. For an arm fracture, very gently and without force, place the limb in a comfortable position against the body and bandage it there.
6. For major broken bones such as leg fracture, loss of blood into the limb can cause severe shock. Always call an ambulance so that treatment can be started en route to hospital.

Bites and Stings

All bites should be treated as wounds, thoroughly cleaned and dressed, because the danger of infection is high. Stings should be removed if possible. Apply a cold compress to relieve swelling and pain. If the sting is in the mouth, the subsequent swelling may obstruct the airway, therefore it is wise to take the casualty to a doctor or hospital. As some people are allergic to stings, any unusual reaction such as difficulty in breathing or collapse must have prompt attention by a doctor, or call an ambulance.

Dislocations

Make no attempt to replace. Immobilise limb in a comfortable position (see Broken Bones). Take or send casualty to a doctor or to the hospital.

Collapse

Usually caused by severe injury, loss of blood and bad pain. Patient may need anaesthetics, so NOTHING BY MOUTH. Apply treatment as for shock. If the casualty is unconscious, place in the Recovery Position.

Heart Attack

Symptoms

1. Heavy pressure, tightness, pain or unusual discomfort in the centre of the chest.
2. The pain may go away or lessen and then return, but it usually lasts more than 15 minutes.
3. The pain may spread to the shoulders, neck, jaws, or down one or both arms.
4. The pain may be mistaken for indigestion. It is not always severe.
5. Sudden collapse or unconsciousness may be the first symptom or may follow the pain.
6. There may also be sweating, nausea or vomiting, breathlessness or faintness.
7. Sharp, stabbing twinges of pain in the left side of the chest are NOT usually signals of a heart attack.

What to do

1. The patient should be comfortably at rest, either sitting or lying down.
2. A breathless patient should be propped in an upright sitting position, but if very pale or faint, should lie flat.
3. If the pain lasts more than ten minutes, call the patient's doctor or the Ambulance Service. If the doctor is not rapidly available, call an ambulance (Dial 111 or your local emergency number) so that the patient may be transported to hospital without delay.
4. If the patient becomes unconscious. CPR may be needed.

FIRST AID KIT

We cannot over-emphasise the importance for all families and sportsmen, travellers etc. to have on hand a first aid kit designed for their particular need. Your chemist lists the following as a minimum guide only. Your pharmacy will help you select a first aid kit which will specifically suit your family's needs e.g. if you are going on holiday he may suggest a travel sickness remedy, a sun cream and possibly an insect repellent.

Lint	Adhesive plaster dressings (mixed)
Gauze	Safety pins
Cotton wool	Scissors or razor blades
Roller bandages	Antiseptic solution
Triangular bandages	Disposable gloves
Strip plaster	Sterile pads for wounds

Managing a Croquet Tournament

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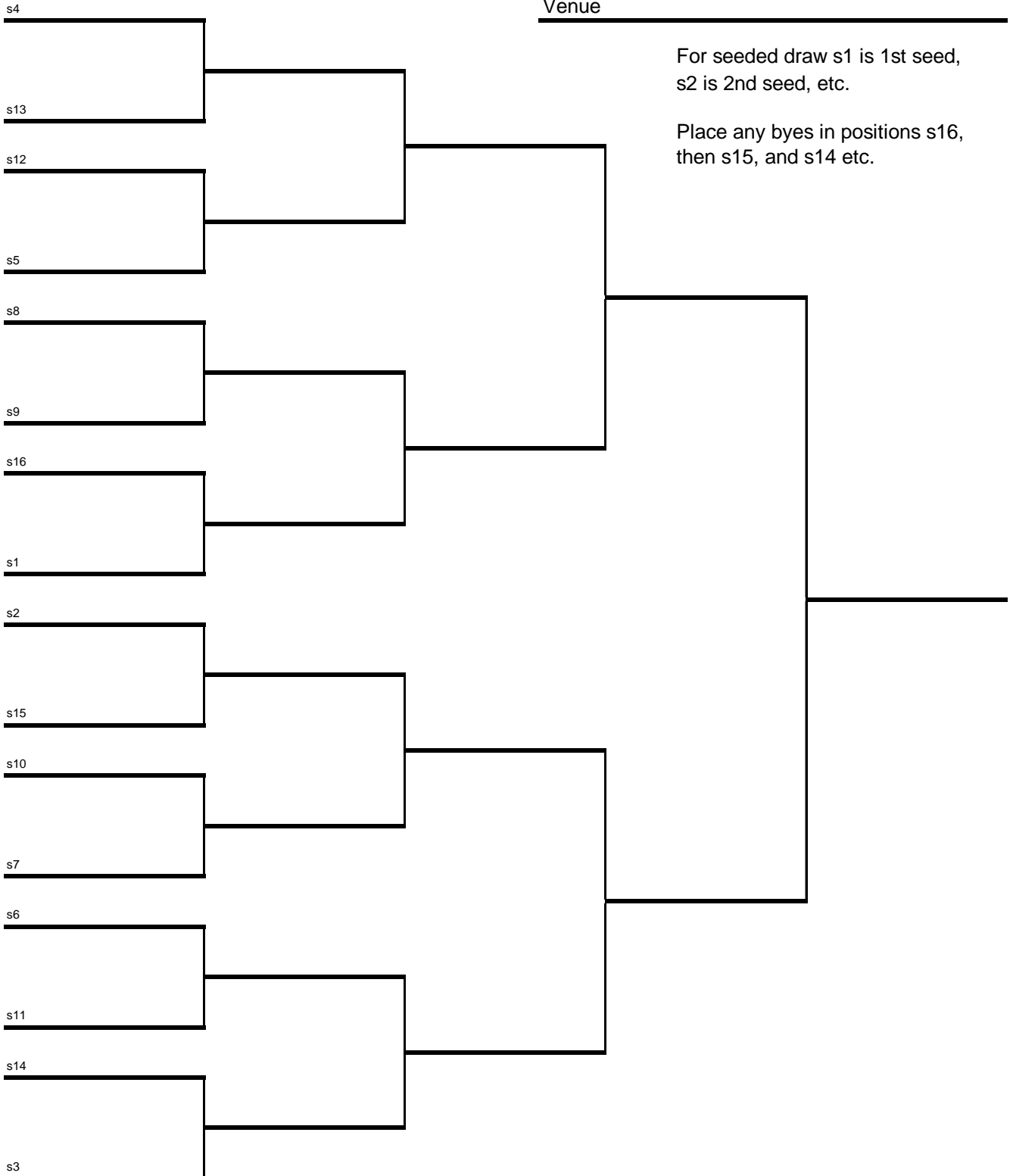
Knockout chart
for up to 16 teams

Tournament

Event

Date

Venue



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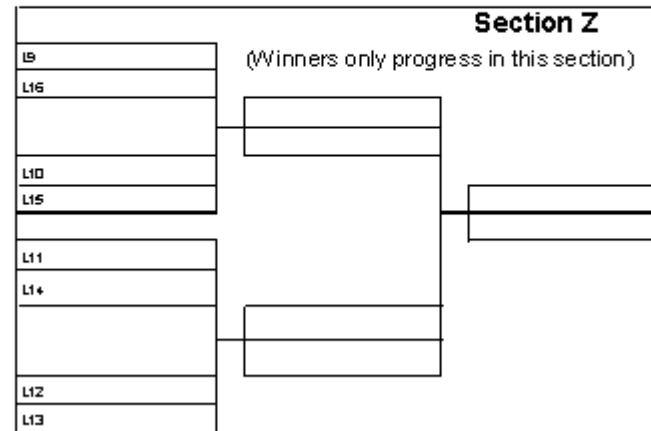
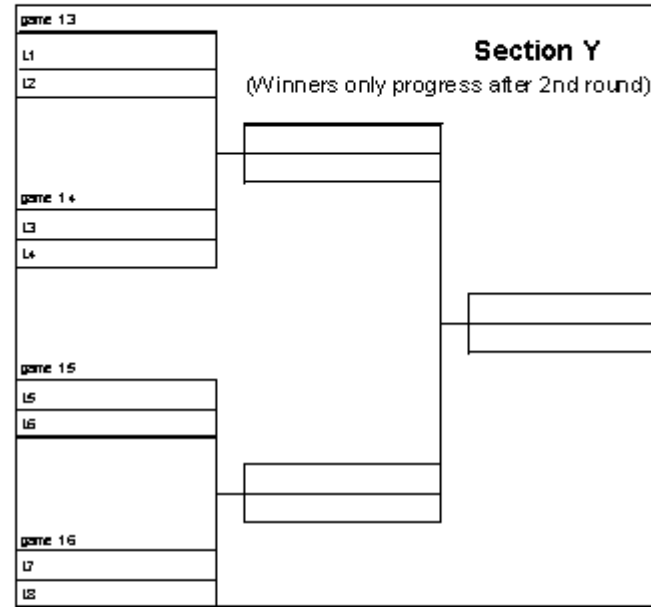
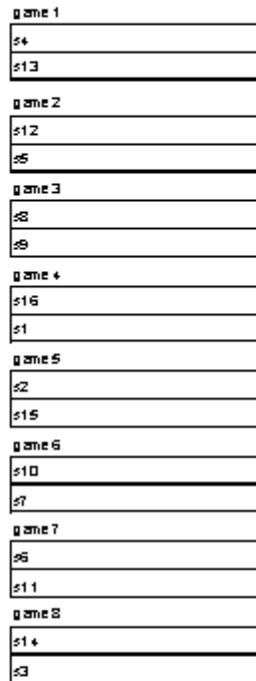
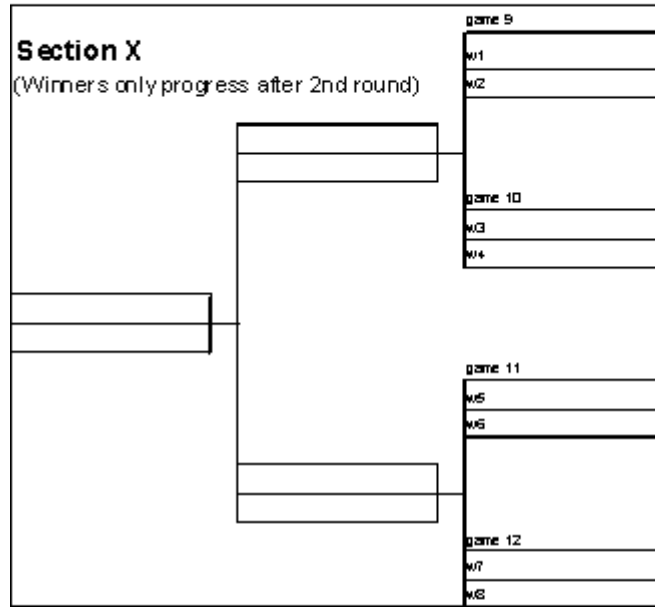
Venue _____

Date _____

Tournament _____

Event _____

**XYZ Chart
for sixteen players**



Draw the players in the middle column as a seeded draw, where s1 means 1st seed, s2 means 2nd seed, s3 means 3rd seed, etc; or make a random draw.

Round 1 winners move into Section X
Round 1 losers move into Section Y
Round 2 losers move into Section Z
From round 3 on only winners progress.

Winner of X _____

Runner-up of X _____

Winner of Y _____

Winner of Z _____

Managing a Croquet Tournament

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Tournament

Chart for Full Knockout up to 16 players

Venue

Date

Event

Game 1

£4
£13

Game 9

W1
W2

Game 17

W9
W10

Game 25

W17	
W18	

Game 2

£12
£5

Game 10

W3
W4

Game 18

W11
W12

Game 26

L17	
L18	

Game 3

£8
£9

Game 11

W5
W6

Game 19

L9
L10

Game 27

W19	
W20	

Game 4

£16
£1

Game 12

W7
W8

Game 20

L11
L12

Game 28

L19	
L20	

Game 5

£2
£15

Game 13

L1
L2

Game 21

W13
W14

Game 29

W21	
W22	

Game 6

£10
£7

Game 14

L3
L4

Game 22

W15
W16

Game 30

L21	
L22	

Game 7

£6
£11

Game 15

L5
L6

Game 23

L13
L14

Game 31

W23	
W24	

Game 8

£14
£3

Game 16

L7
L8

Game 24

L15
L16

Game 32

L23	
L24	

See notes over page

Managing a Croquet Tournament

Above the shaded line is the Main Knockout

For the draw for round 1 names are listed top to bottom as drawn, or for a seeded draw s1 is 1st seed, s2 2nd seed, etc

For subsequent rounds w12 means winner of game 12, L23 means loser of game 23, etc

With 16 players everyone has 4 games. 1st and 2nd overall are the winner and loser of game 25, 3rd and 4th are winner and loser of game 26, etc

With 15 or 14 players the byes go in positions s16 then s15, so no one has 2 byes. With fewer entries some may get two byes.

Managing a Croquet Tournament

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Tournament _____

Chart for up to 8 entries

Venue _____

Event _____

Date _____

Section	H/C	A	B	C	D	E	F	G	H	Wins	Points for	Net Points	Place
A													
B													
C													
D													
E													
F													
G													
H													
Points against													

Winner _____

Runner-up _____

Managing a Croquet Tournament

New Zealand Croquet Council (Inc)

Tournament _____

Chart for up to 16 entries

Venue _____

Event _____

Date _____

Section	H/C	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	Wins	Points for	Net Points	Place
A		█																			
B			█																		
C				█																	
D					█																
E						█															
F							█														
G								█													
H									█												
J										█											
K											█										
L												█									
M													█								
N														█							
P															█						
Q																█					
R																	█				
Points against																					

Winner _____

R/U _____

Managing a Croquet Tournament

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Tournament _____

Chart for up to 20 entries

Venue _____

Event _____

Date _____

Section	H/C	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	V	Wins	Points for	Net Points	Place	
A																										
B																										
C																										
D																										
E																										
F																										
G																										
H																										
J																										
K																										
L																										
M																										
N																										
P																										
Q																										
R																										
S																										
T																										
U																										
V																										

Points against

Winner _____

Runner-up _____

New Zealand Croquet Council (Inc)

Swiss Chart for 10 teams, 6 rounds

Tournament _____

Event _____

Date _____

Competitors

- A _____
- B _____
- C _____
- D _____
- E _____
- F _____
- G _____
- H _____
- J _____
- K _____

Wins after round...

	1	2	3	4	5	6	Place
A							
B							
C							
D							
E							
F							
G							
H							
J							
K							

Order before round.....

	2	3	4	5	6
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

Matches in round.....

Lawns	1	2	3	4	5	6
1	AB					
2	CD					
3	EF					
4	GH					
5	JK					

Scores

	A	B	C	D	E	F	G	H	J	K
A	/									
B		/								
C			/							
D				/						
E					/					
F						/				
G							/			
H								/		
J									/	
K										/

Lawns used

	A	B	C	D	E	F	G	H	J	K
A	/									
B		/								
C			/							
D				/						
E					/					
F						/				
G							/			
H								/		
J									/	
K										/