



# LEIGHTON-LINSLADE CROQUET CLUB

Founded 2000

GENERAL COMMITTEE MEETING Wednesday 19<sup>th</sup> March 2014  
At 12.30 midday - Page's Park pavilion

**Committee Members present:** -David Ball (chairman), Roger Stroud (secretary), Len Buckingham (treasurer), Eve Buckingham, John Cundell, Malcolm Kirby, John Thorp, Tony Stammers, Peter Cole

## Minutes

### 1. Welcome

David opened the meeting at 12.30pm welcoming everyone to the meeting.

### 2. Apologies for absence

Apologies for absence had been received from Sheila Guest.

### 3. Minutes of meeting held on 15<sup>th</sup> January 2014

The Minutes of the meeting held in January were taken as an accurate record and signed by David.

### 4. Matters arising & review of Actions (if not included below)

None.

### 5. Reports: -

#### **5.1 Secretary's report including correspondence to Club**

5.1.1 An email from Jeff Dawson (CA) requesting information from croquet clubs for annual fees, number of members etc. John C dealt with this information request.

5.1.2 Phone call received from Jason Carley (Watford CC) regarding return of information from our club as he organises the leagues in our area. John C has since spoken to Jason and the matter is in hand.

5.1.3 Notification received from Howard Bottomley of the 2014 EACF AGM to be held at Bury St Edmunds on Saturday 12<sup>th</sup> April at 10.30am. None of our members wish to attend.

#### 5.1.4 June Committee Meeting

Roger requested that we change the date of the June committee meeting from the 11<sup>th</sup> June as this clashes with a holiday. It has been re-scheduled for June 18<sup>th</sup> at 1pm.

#### **5.2 Treasurer's report**

##### 5.2.1 Current Balance Sheet

Len circulated a current balance sheet and offered to answer any questions. There were no queries.

##### 5.2.2 Subscription Income

John C mentioned, regarding income from members' subscriptions, that we currently have 32 paid up members and are likely to have about 45 members by the start of the season.

##### 5.2.3 Corporate Croquet Sessions

Len said that he has been doing some research on our 'corporate offering' and has been phoning & visiting companies in Leighton Buzzard giving out information for those companies who might be interested. Malcolm has offered to contact companies in another part of Leighton Buzzard and David also said he would follow up some useful contacts that he has in the area.

##### 5.2.4 Infirm Members

There was a discussion regarding our infirm members driving to and parking at the pavilion and it was agreed that Roger would write to the Council on this matter.

## 6. New GC Rules and New Handicapping System

John C handed out information downloaded from the EACF web site: -

1. 2014 Handicap League – notes from the organiser Jason Carley (Appendix 3).
2. Golf Croquet Handicap League Rules – 2014 (Appendix 2).
3. Golf Croquet Level Play League Rules – 2014 (Appendix 1).

And

From the CA, Changes to the Golf Croquet Handicapping System (Appendix 4).

John explained that both the CA and EACF are tackling ‘Handicap Levels’ in clubs, with a number of initiatives, and hope to sort this issue out within a couple of years.

John also said that there are a new set of CA rules for Golf Croquet from beginning of April, which are a ‘tidy-up’ of the previous rules. These new rules are on their web site. A particular change which is worth learning is the new ‘wrong ball’ rule.

The 1 minute maximum rule for the time allowed to take a shot is a recommendation – referee on the spot can impose it.

## 7. Fixtures: -

7.1 Murphy Shield - No draw yet.

### 7.2 EACF Leagues

#### 7.2.1 Handicap League

Following a discussion it was decided by the committee that we would enter one team in the EACF Handicap League.

### 7.3 Leighton Linlade B Level tournament on June 20<sup>th</sup>.

John C, who is organising it, only has 4 entries to date. John also made the point that many other B Level tournaments are currently in a similar position.

### 7.4 Friendlies

JC handed out a list of dates for our diary which included the Friendly Games arranged to date.

John said that the date for the ‘Fun day at Pages Park’ has yet to be confirmed as we are awaiting the Council to firm up on dates for the cricket matches, as a cricket match would require use of the main room in the pavilion. Len Buckingham will contact the Council urgently and the date can then be included in the newsletter.

In addition, John said that Irene wants to give up the role of ‘score manager’ and that Sheila Beal has offered to take over this role.

## 8. Lawn Maintenance

### 8.1 Lawns

A recent working party mowed & spiked the lawns and there will be further work on our lawns for two days next week. John C said that after discussion with the Council groundsman, they have been using a granulated moss killer which has worked well on the cricket pitch. John added that one bag of this moss killer would do one of our lawns therefore 4 four bags have been ordered through the Council. The Council also have a machine which will skim off the dead moss which would of course save a lot of time and effort on our lawn maintenance. John also said that we have a further 10 bags of top dressing coming shortly.

### 8.2 Referees Room (for storage)

John said that he thinks we will get access to the referees’ room for storage from the end of May.

### 8.3 Club Room

We have allocated next Wednesday, 26<sup>th</sup> March to clean up our club room prior to the lawns opening for social play on Saturday 29<sup>th</sup> March.

### 8.4 Hoop layout

We have allocated next Tuesday 25<sup>th</sup> March (10am) to put the 'club' hoop holes on all three lawns. The competition hoop positions will be positioned in due course before the first friendly/league match.

## 9. Newsletter

John C said that the next newsletter will be out tomorrow.

## 10. Any other business

### 10.1 Tony Stammers

Tony mentioned that there are grants being given to Sports Organisations which have had to deal with flooding. The committee felt that our club did not fall into this category.

### 10.2 David Ball

David said that Mayor has organised an Indian Charity meal on 1<sup>st</sup> April and suggested that our club could make an appropriate donation. David suggested a bottle of wine and the committee agreed to donate a bottle up to the value of £10. John C will produce a 'Donation by LLCC' label.

### 10.3 Thanks to Members

David wished us to formally thank all of our members who have worked hard this year doing all the necessary work for the forthcoming season.

The meeting closed at 2.05.

## **Appendix 1**

### **Golf Croquet Level Play League Rules – 2014**

1. All games shall be level play and played under the current CA-approved Laws of Golf Croquet (NB: new 4th Edition, March 2014).
2. Each team shall consist of four players, not necessarily the same players each match. The players shall be listed in handicap INDEX order, and doubles pairings must be declared prior to start of play.
3. No substitutes permitted after a match has started.
4. No player may play for more than one team in a season.
5. The start time of the match to be agreed by both team captains.
6. The match shall consist of 16 single games and 2 double games. Each Team member will play 4 single games and 1 doubles game. Match total 18 games. (A team scores 2 points for a match win and 1 point for a draw).
7. 13 point level play games will be played to a finish with NO time limit.
8. In the result of a tie, then the winner of the Area Group is determined by the Who beat Whom rule; then if still undecided by the game difference, then by net hoops, then by other means determined by the Manager.
9. Handicap Cards to be submitted to each Team Captain prior to the start of play. All handicap cards are to be up to date and verified correct by either the Club handicapper or Official C.A. Handicapper. If a player forgets their card they can verbally declare their handicap but must provide a copy of the card to the League Manager as soon as possible.
10. Any number or size of lawns may be used. Adjust the format accordingly. Spread the play if the quality of lawns varies.
11. Results are to be notified by the home Team Captain to the League Manager within 48 hours after the match, and a copy of the score-sheet must be submitted to the League Manager within 5 days.
12. All block games not played by the cut-off date of 1<sup>st</sup> September 2014 shall be declared void and no points awarded.
13. If a team cancels a match unilaterally less than 5 clear days before a scheduled match, that team forfeits its points and the non-offending team shall be awarded the match and 2 points.
14. In the event of a dispute the League Manager's decision shall be final.
15. All Singles results will be submitted to the C.A. by the League Manager so that they may be included in the national and international GC ranking calculations.

### **Final Round Play-Off**

- 1a. To arrive at the overall league winner a Final Round will be arranged by the League Manager, the date and venue stated prior to the start of any league matches being played.
- 2a. If the match is drawn at the end of all games, Captains will choose any 2 players to play a deciding 13-hoop game. To determine who starts, all four players to hit one ball from the same boundary line across the lawn; whichever ball is closest to the far boundary line without going over it commences play.

## Appendix 2

### Golf Croquet Handicap League Rules – 2014

1. All games shall be handicap and played under the current CA-approved Laws of Golf Croquet (NB: new 4th Edition, March 2014).
2. Each team shall consist of four players, not necessarily the same players each match. The players shall be listed in handicap INDEX order, and doubles pairings must be declared prior to start of play.
3. Substitutes in matches shall be allowed by prior agreement between the Team Captains.
4. Each player shall have a handicap within the range -2 to 12 (effective handicap in the range -6 to 12) and shall play off their current EFFECTIVE handicap on the day of the match.
5. No player may play for more than one team in a season.
6. The start time of the match to be agreed by both team captains.
7. The match shall consist of 16 single games and 2 double games. Each Team member will play 4 single games and 1 doubles game. Match total 18 games. (A team scores 2 points for a match win and 1 point for a draw).
8. For those Clubs with two teams in the same region, the matches between those teams must be played as the first fixture otherwise the result of that game will be void.
9. 13 point handicap games will be played with a 60 minute time limit - all games to start at the same time, with secondary colours starting from corner 2. If a game is drawn when time is called the players must play one more hoop to determine the winner. Bisques may not be used for this extra hoop.
10. In the result of a tie, then the winner of the Area Group is determined by the Who beat Whom rule; then if still undecided by the game difference, then by net hoops, then by other means determined by the Manager.
11. Handicap Cards must be submitted to each Team Captain prior to the start of play. All handicap cards are to be up to date and verified correct by either the Club handicapper or Official C.A. Handicapper. If a player forgets their card they can verbally declare their handicap but must provide a copy of the card to the League Manager within 24 hours of the match. If a player's handicap turns out to be lower than that declared on the day then all 5 games played by that player shall be forfeit.
12. Any number or size of lawns may be used. Adjust the format accordingly. Spread the play if the quality of lawns varies.
13. Results are to be notified by the home Team Captain to the League Manager within 48 hours after the match, and a copy of the score-sheet must be submitted to the League Manager within 5 days.
14. All matches not played by the cut-off date of 20<sup>th</sup> August 2014 shall be declared void and no points awarded.
15. If a team cancels a match unilaterally less than 5 clear days before a scheduled match that team forfeits its points and the non-offending team shall be awarded the match and 2 points.
16. In the event of a dispute the League Manager's decision shall be final.

## Appendix 3

### 2014 HANDICAP League

Firstly, welcome to “Fromus” and “Wrest Park” in joining the league.

With the croquet season upon us I will try to explain how various changes *positively* affect this years Handicap league.

New C.A. Handicaps for 0 to 3's

From the start of this season a new set of handicap regulations have been introduced by the C.A. on a one year trial basis, in my opinion this is a much improved system.

It gives players previously with handicaps from '0' to '3' *new* Level Play handicaps now extending to -2 to account for varying abilities at the top end of the game. With these, a further reduced “*effective*” handicap is allocated (for use in handicap games) respectively down to -6. For example, previous ‘scratch’ players that remain as ‘0’ for level play will now be -4 in handicap games, making it much harder for top players to win Handicap games and is likely to discourage their participation in them at all.

#### League Rules

a) Due to these changes there is no longer a need to consider excluding the best players from the Handicap league, for example, the player with the highest index in last years competition would no longer play off of ‘0’ but instead be a ‘-5’!

b) Players with handicaps of 11 and 12 will play off their actual handicap and no longer be reduced down to 10.

- with these two points in mind, I feel there is no longer a need for a minimum team total of 20, handicaps are now much fairer so *any* four players can now play;

- this in turn eliminates the need for the ‘7 day’ rule regarding handicap changes.

c) With an increase from 50 to 60 minutes this year, even with the likelihood of increased bisques, there should be **plenty of time** for most games to be completed.

This 10 minute increase is NOT designed for players with bisques to **waste time**, this is unlawful - so I strongly urge these players to **avoid slow play at all costs** as it is often seen as a ploy to affect the outcome of a match in their favour.

d) Handicap Cards: Players should be mindful that when they hit a trigger point lowering their handicap from say 12 to 11 (in this case by hitting 50 points), that to then go *just below* 50 points does not put them back to a 12 - instead their points would have to go all the way back to ZERO for this to happen.

- *If* a players handicap turns out to be lower than that declared, all five of their results are forfeit. ie. that individual relinquishes all their wins to the other team - so beware!

e) All fixture dates for matches will be shown on the website, so if possible please **text results to me directly after a match finishes** (not compulsory). I can then immediately update the website, allowing other clubs to access results as they happen.

Finally, there is now a clear distinction between the Handicap and the Level Play Leagues, and so this years Handicap competition will give all clubs of all abilities a *real* chance to win this trophy, so... “Play Fair, Good Luck and Happy Croq’s!!”.

Jason.

## Appendix 4

### **The Automatic Handicap System (2014 Version) for Golf Croquet**

The Automatic Handicap System is designed to produce a "Handicap" for each and every player to use when he or she plays Golf Croquet in accordance with Rule 16 on Handicap Play. The player's Handicap is used to determine the number of extra turns that the more able player has to give to the less able player with the aim that the competition between the two players is approximately evenly balanced. The system requires that players record accurately on their handicap card the result of every 'qualifying game'. A full definition of 'qualifying games' is given below, but for most UK players this means almost all games of Golf Croquet played under tournament conditions to level or handicap rules. The system is based around each player keeping what is known as their 'Handicap Index'. This index is a running total of points that the player adds to or subtracts from depending upon whether the game played was won or lost.

Although a 'handicap' is not required for playing level games, full records of all level games are made to predict the handicap that the player should use if they venture into handicap play. The points interchanged by players after a level game are calculated on a sliding scale as shown below such that the points the better player can win is significantly reduced for the better player. Alternatively should the better player lose, the lesser able player can win significantly more points. In games played to handicap rules, a level 10 points is interchanged for all games. The player's handicap is directly linked to their index such that if the index total exceeds or drops below what is known as the 'Trigger Point' for the next handicap level, their allocated handicap is changed. The change is not always immediate and may be held back until the end of a day's play or the end of a short tournament as defined below. The relation between index and allocated handicap is given in Table 1

The system is such that if a player triggers a decrease or increase in handicap, they cannot immediately change back again by having an opposite result in the next game. For example, if a 2 handicap player with an index of 795 wins 10 points from a handicap game, his index becomes 805 which is past the trigger point for 1. If the handicap is then changed, that player has to have his index drop down to 650 before he again becomes a 2.

### **Qualifying Games**

Qualifying games are all singles games in CA Calendar Fixtures, Federation Leagues, inter-club contests (including friendlies) and internal club competitions played in accordance with the rules of the game. Friendly club games, walkovers and abandoned games are specifically excluded from the system. If a player reaches or passes through the trigger point for a particular handicap in either direction that

player adopts the handicap for that trigger point as set out in Table 1. Depending on the player's existing handicap this may or may not involve a handicap change.

However, handicap changes do not become effective immediately. They only become effective at the end of the tournament if the tournament is a CA Calendar Fixture or any other tournament lasting no more than four days. In all other cases handicap changes become effective at the end of the day. In each case the handicap change should be implemented as if the player's index had moved in only one direction during the tournament or day in question. For instance a player's handicap remains unchanged if the player goes through a trigger point and returns back through the same trigger point during a tournament.

<b>Table 1: Handicap Trigger Points</b>					
<b>Handicap</b>	<b>Points Change</b>	<b>Trigger Point</b>	<b>Handicap</b>	<b>Points Change</b>	<b>Trigger Point</b>
-3		1600	5		350
	200			50	
-2		1400	6		300
	200			50	
-1		1200	7		250
	200			50	
0		1000	8		200
	200			50	
1		800	9		150
	150			50	
2		650	10		100
	150			50	
3		500	11		50
	100			50	
4		400	12		0
	50				

Table 2 gives the points that should be exchanged after a level-play game. This table includes the present figures shown on the present handicap card but is extended to include the new lower handicaps.

**Table 2: Points exchanged in a Level-Play game**



		Loser's Handicap															
Winner's Handicap		-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
	-3	10	7	4	1	1	1	0	0	0	0	0	0	0	0	0	0
	-2	14	10	6	2	1	1	1	1	1	0	0	0	0	0	0	0
	-1	18	14	10	6	2	1	1	1	1	1	0	0	0	0	0	0
	0	19	18	14	10	6	4	2	1	1	1	1	1	1	1	1	1
	1	19	19	18	14	10	7	4	3	3	2	2	1	1	1	1	1
	2	19	19	19	16	13	10	7	5	4	4	3	3	2	2	1	1
	3	20	19	19	18	15	13	10	8	7	6	5	4	4	3	3	2
	4	20	19	19	19	17	15	12	10	9	8	7	6	5	4	4	3
	5	20	19	19	19	17	16	13	11	10	9	8	7	6	5	4	4
	6	20	20	19	19	18	16	14	12	11	10	9	8	7	6	5	4
	7	20	20	19	19	18	17	15	13	12	11	10	9	8	7	6	5
	8	20	20	20	19	19	17	16	14	13	12	11	10	9	8	7	6
	9	20	20	20	19	19	18	16	15	14	13	12	11	10	9	8	7
	10	20	20	20	19	19	18	17	16	15	14	13	12	11	10	9	8
	11	20	20	20	19	19	19	17	16	16	15	14	13	12	11	10	9
	12	20	20	20	19	19	19	18	17	16	16	15	14	13	12	11	10

## Extra Turns Calculation

### Singles Games

Prior to 2014, the number of extra turns given to a player in a 13-point singles handicap game has always been the difference between the two players' handicaps. As explained in the 2014 changes notice, it has been discovered that where a player's handicap is below 4 and has been derived by mainly level play, that player has a significant advantage in handicap play over players with a higher handicap. To offset that advantage until the handicap generation problems can be resolved, the lower handicap player will now give additional extra turns to the higher handicapper in handicap games. The extra turns for all handicap games in 2014 are calculated from the difference between the two players **'Effective Handicap'** as defined in table 3. It should be noted that as the Effective Handicap equals the actual Handicap for all players other than those with a handicap of less than 4, this change will have no effect on all games where the handicap of both players is more than 4. Hopefully playing with the revised extra turn allowance will allow the Handicap Committee to gather data at the end of the 2014 season to check the estimates of additional turns that are necessary to give better balance in handicap games.

**Table 3: Extra Turns based on Effective Handicap**

Handicap	Effective Handicap	Handicap	Effective handicap	Handicap	Effective Handicap
-3	-6	3	2	9	9
-2	-6	4	4	10	10
-1	-5	5	5	11	11
0	-4	6	6	12	12
1	-2	7	7	*	*
2	0	8	8	*	*

### Doubles Games

The Golf Croquet Rules define the number of extra turns allocated to players in a doubles match and stipulate that extra turns are awarded to a particular player rather than a side. Dependent on the handicaps involved in the game, it is possible that a player on each side receives one or more extra turns. The extra turns are calculated by comparison of the Effective Handicaps of players rather than the actual Handicaps. For games played under the CA Rules, the lowest handicaps on each side is compared as is the highest handicaps on each side. The difference between the handicaps being compared is halved and rounded to the nearest whole number and the higher handicapper will receive this number of extra turns. For 13-point games, the halving can only produce a fraction of .5, which is rounded up. However, different fractions can be produced for different length games and the rounding may not always be upwards.

**NOTE** The comparison of the two highest handicapper and the two lowest handicappers in the CA system is different from that specified in the WCF system, which compares the highest and lowest handicapper on each side.

### Different Length Games

All the above figures relate to 13-point games. If the games chosen are either 7-point or 19-point games, the number of extra turns is varied in proportion to the length of the game and in accordance with the table below

**NOTE:** The Handicap Committee has no plans at present to change the points awarded by the handicap system for different length games.

**Extra Turns for 7-point and 19-point games**

Singles Games				Doubles Games			
EH/C Diff	7-Point Game	13-Point Game	19-Point Game	Half EH/C	7-Point Game	13-Point Game	19-Point Game

				<b>Diff</b>			
0	0	0	0	0	0	0	0
1	1	1	2	0.5	0	1	1
2	1	2	3	1	1	1	1
3	2	3	5	1.5	1	2	2
4	2	4	6	2	1	2	3
5	3	5	8	2.5	1	3	4
6	3	6	9	3	2	3	4
7	4	7	10	3.5	2	4	5
8	4	8	12	4	2	4	6
9	5	9	13	4.5	2	5	7
10	5	10	15	5	3	5	7
11	6	11	16	5.5	3	6	8
12	7	12	18	6	3	6	9
13	7	13	19	6.5	4	7	10
14	8	14	20	7	4	7	10
15	8	15	22	7.5	4	8	11
16	9	16	23	8	4	8	12
17	9	17	25	8.5	5	9	12
18	10	18	26	9	5	9	13