

Association Croquet - Synopsis of Advanced Play (*Courtesy of the World Croquet Federation*)

Advanced play is conducted on level terms, without bisques. Experienced players may often score several hoops at one visit to the lawn, and can leave an opponent with a very difficult position. This format attempts to reduce the number of one-sided games.

In a nutshell, the Advanced Rules try to penalise players for scoring too many hoops in one turn, by handing the initiative to the opponent.

- Whenever a ball runs 1-back or 4-back, the opponent is entitled to start their next turn with either ball played from either baulk line (a "lift").
- If a ball runs 1-back and 4-back in the same turn, before its partner has scored 1-back, the opponent is allowed to start their next turn with either ball by immediately taking croquet from any other ball (a "contact").
- If a ball is peeled (i.e. sent) through 1-back or 4-back by another ball, there is no lift or contact.
- And any player who pegs out any ball (either his own or an opponent's) is no longer entitled to either lifts or contacts.

In practice, players will usually go through the first nine hoops, and stop at 4-back, conceding a lift. The second ball may then be played through all 12 hoops, with one further lift conceded. On that turn, they may try to peel their first ball through 4-back to remove the danger of another lift. Experts will score all 12 hoops during this turn, peel their partner ball through 4-back, penult and rover, and peg out both balls to win with a Triple Peel.

Real experts can go one step further, by scoring just six hoops with the first ball, and then completing the game with a 12 hoop, six peel break - a Sextuple Peel.