How this template works:

The 'Info' sheet:

This explains the format, block placings and time limits.
This should be printed and displayed with the other sheets.

The 'Players' sheet:

This sheet is where the competing players are listed -

When using the Excel file, the players can be sorted by DGrade by clicking the 'Seed Players' button.

If printing the blank template, the players need to be written in descending DGrade order.

Players' handicaps should be listed to aid with filling in their cards.
If known, players' clubs as well as World and UK ranking can be listed, as this is often of interest to other players and spectators.

The 'Blocks' sheet:

This sheet shows the four blocks which players are allocated into based on their event seeding -

When using the Excel file, the block allocations are done automatically.

If printing the blank template, player names should be written into the blocks using the 'striping' method described in Tournament Regulation F1a.

Block results are used to calculate block placings -

When using the Excel file, the block results are populated (see below), and the Games, Net Hoops and Position are calculated automatically.

The block results, Games and Net Hoops should be written on the sheet to keep players up to date with proceedings.

The 'Order of Play' sheet:

This sheet shows the order in which players compete against each other, which is organised based on their block seeding.
This is where players should report their score so the manager can update the 'Block' sheet.

When using the Excel file, entering the results on this sheet will automatically populate the 'Block' sheet.

The 'Main KO' sheet:

This sheet shows where players are drawn into the main knockout, based on their block performance.

When using the Excel file, the players' names will be entered automatically.

If printing the blank template, the players need to be written in the positions denoted by the block letter and position number on the left.

As the scores are entered, the winner's name can be written in the next round, and the loser's in the relevant consolation event.

When using the Excel file, the player's name will be entered automatically once the scores have been entered.

For anyone who doesn't want to play a consolation match, their drawn opponent gets a bye to the next round. (Enter this as a 7-0 win in Excel.)

The Plate sheets:

The Plate can be run as a knockout, similar to the main knockout (although 3 rounds), or as a block.
The 'Plate Block' and 'Plate Order' sheets work in the same way as the original blocks and order of play.

When using the Excel file, the plate block and order of play will be automatically populated once the original block positions have been entered.

The 'Rankings' sheet:

This sheet automatically formats the results in preparation for them to be uploaded to the GC Grading System.
Just send the completed Excel file to results@croquetengland.org.uk, making sure to quote the event name and dates.

(Event Name)

A drawn game is not an acceptable result - every game must produce a winner

Games will not normally be timed

However, time limits may be introduced to one or more games to facilitate the smooth running of the Tournament AMD.

During a game (T3a2)

The Tournament Manager may impose a time limit of not less than a further 15 minutes on any game that has been in progress for at least 45 minutes (50 minutes if double-banked).

If a time limit is to be introduced mid-game, the players should be informed of the decision and the time remaining, which must be not less than 15 minutes.

Expiry of time limit (T3b)

After time has expired, play continues for an extension period of a further eight turns

(that's two strokes with each ball, less any shots forfeited by faults)

At the end of the extension period, the side that has scored the greater number of points is the winner.
If the scores are equal (at this point), play again continues and the side for which the next point is scored is the winner.

Tournament Format

Four blocks of six players (all play all) - leading to a main knockout and plate block, with placing games

The block ranking order shall be determined by the following procedure (F2c2)

(if entrants are tied after factor 1, factor 2 shall be applied, and so on):

1 – The number of wins.
2 – The 'net' hoop scores in all games in the block.
3 – The number of wins between those still tied, and again if necessary.
4 – The 'net' hoop scores in just the games between those still tied.
5 – A penalty shoot-out.

(note: Net hoops is the number of hoops scored, less the number of hoops conceded)

The top four from each block will progress to the main knockout (and play for positions 1 - 16).
The other two from each block will compete in the plate block (and play for positions 17 - 24).

If unforeseen circumstances prevail, all of the above will be open to change AMD.

#	First Name	Surname	Club	Handicap	DGrade	World	UK
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
21							
22							
23							
24							

BLOCK A												
No	**First Name**	**Surname**	**H/C**	**A1**	**A2**	**A3**	**A4**	**A5**	**A6**	**Games**	**Net Hoops**	**Position**
A1												
A2												
A3												
A4												
A5												
A6												

BLOCK B												
No	**First Name**	**Surname**	**H/C**	**B1**	**B2**	**B3**	**B4**	**B5**	**B6**	**Games**	**Net Hoops**	**Position**
B1												
B2												
B3												
B4												
B5												
B6												

BLOCK C												
No	**First Name**	**Surname**	**H/C**	**C1**	**C2**	**C3**	**C4**	**C5**	**C6**	**Games**	**Net Hoops**	**Position**
C1												
C2												
C3												
C4												
C5												
C6												

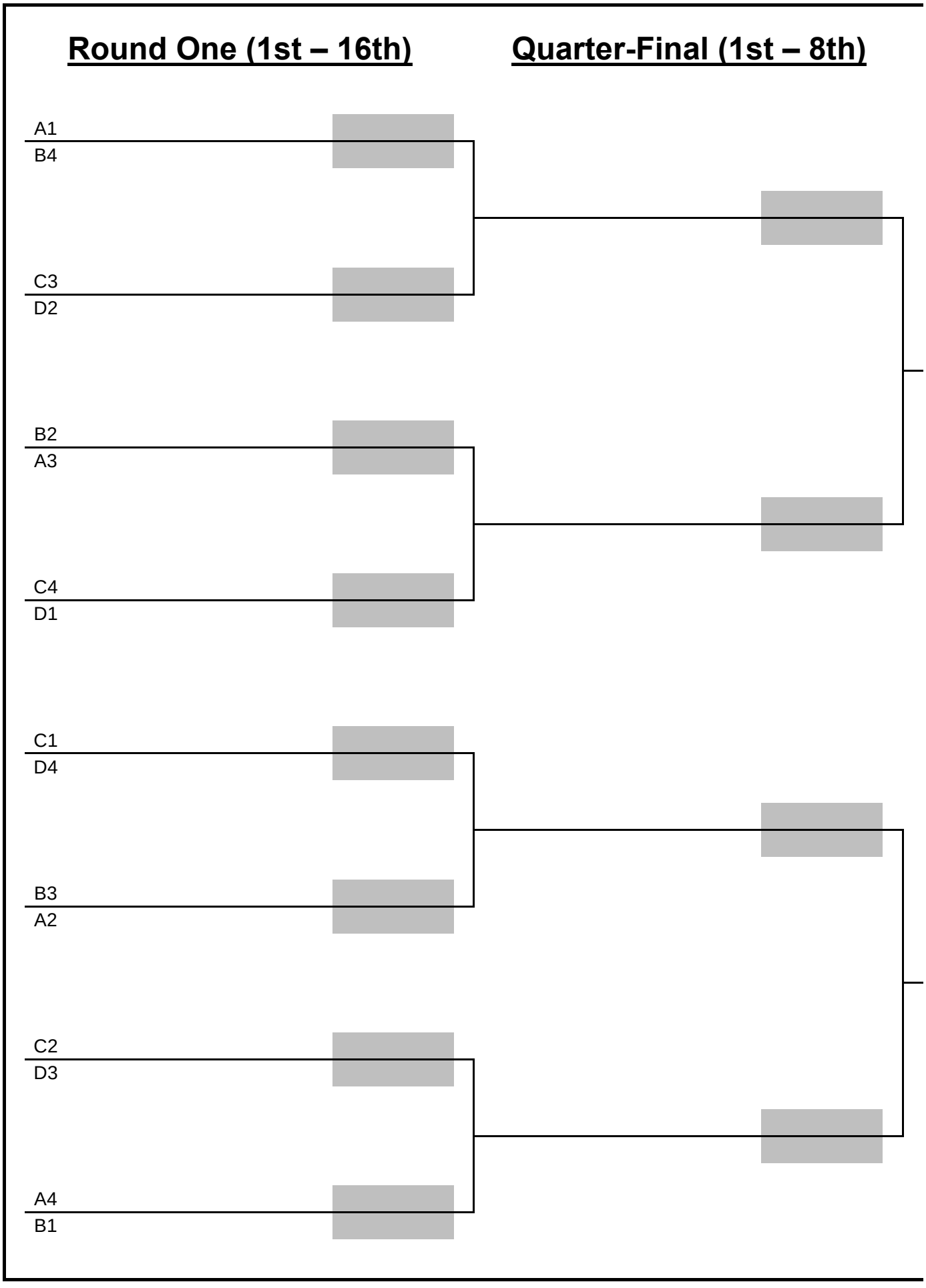
BLOCK D												
No	**First Name**	**Surname**	**H/C**	**D1**	**D2**	**D3**	**D4**	**D5**	**D6**	**Games**	**Net Hoops**	**Position**
D1												
D2												
D3												
D4												
D5												
D6												

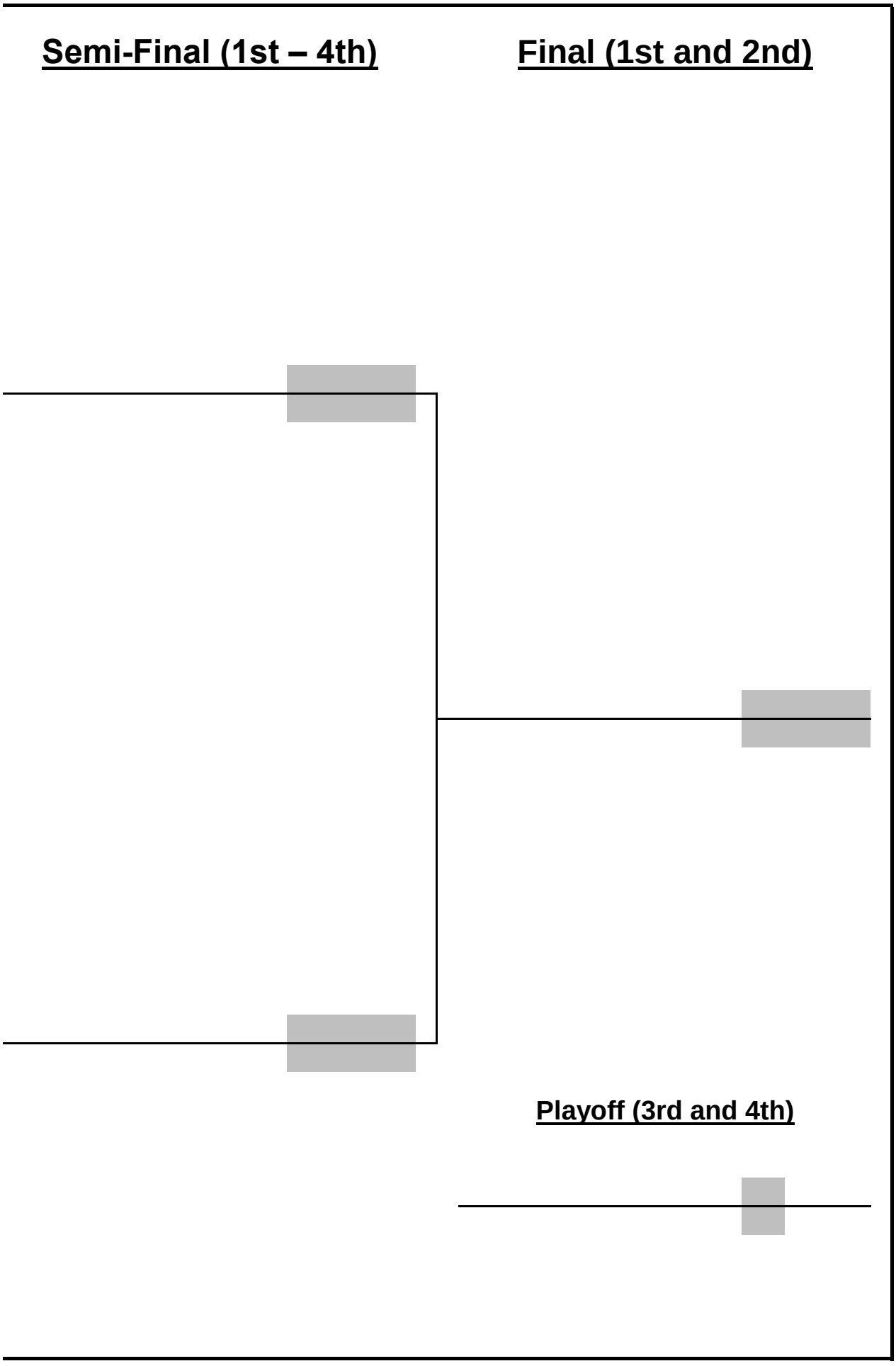
Block A			Court	Score
Round 1	A1	v A6		–
	A2	v A5		–
	A3	v A4		–
Round 2	A1	v A4		–
	A2	v A3		–
	A5	v A6		–
Round 3	A1	v A2		–
	A3	v A5		–
	A4	v A6		–
Round 4	A1	v A5		–
	A2	v A4		–
	A3	v A6		–
Round 5	A1	v A3		–
	A2	v A6		–
	A4	v A5		–

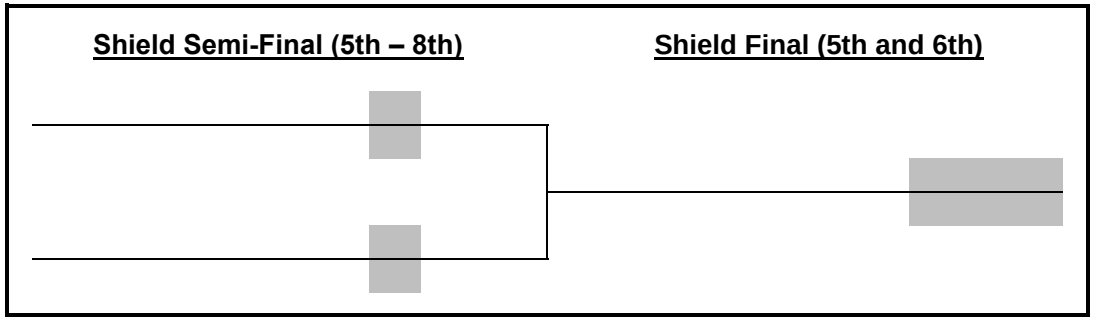
Block B			Court	Score
Round 1	B1	v B6		–
	B2	v B5		–
	B3	v B4		–
Round 2	B1	v B4		–
	B2	v B3		–
	B5	v B6		–
Round 3	B1	v B2		–
	B3	v B5		–
	B4	v B6		–
Round 4	B1	v B5		–
	B2	v B4		–
	B3	v B6		–
Round 5	B1	v B3		–
	B2	v B6		–
	B4	v B5		–

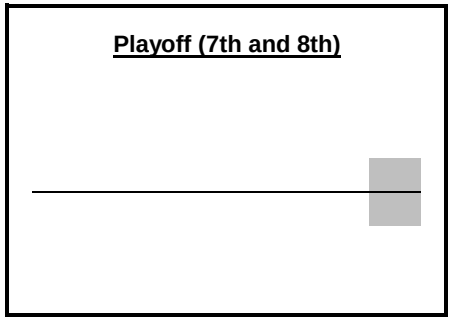
Block C			Court	Score
Round 1	C1	v C6		
	C2	v C5		
	C3	v C4		
Round 2	C1	v C4		
	C2	v C3		
	C5	v C6		
Round 3	C1	v C2		
	C3	v C5		
	C4	v C6		
Round 4	C1	v C5		
	C2	v C4		
	C3	v C6		
Round 5	C1	v C3		
	C2	v C6		
	C4	v C5		

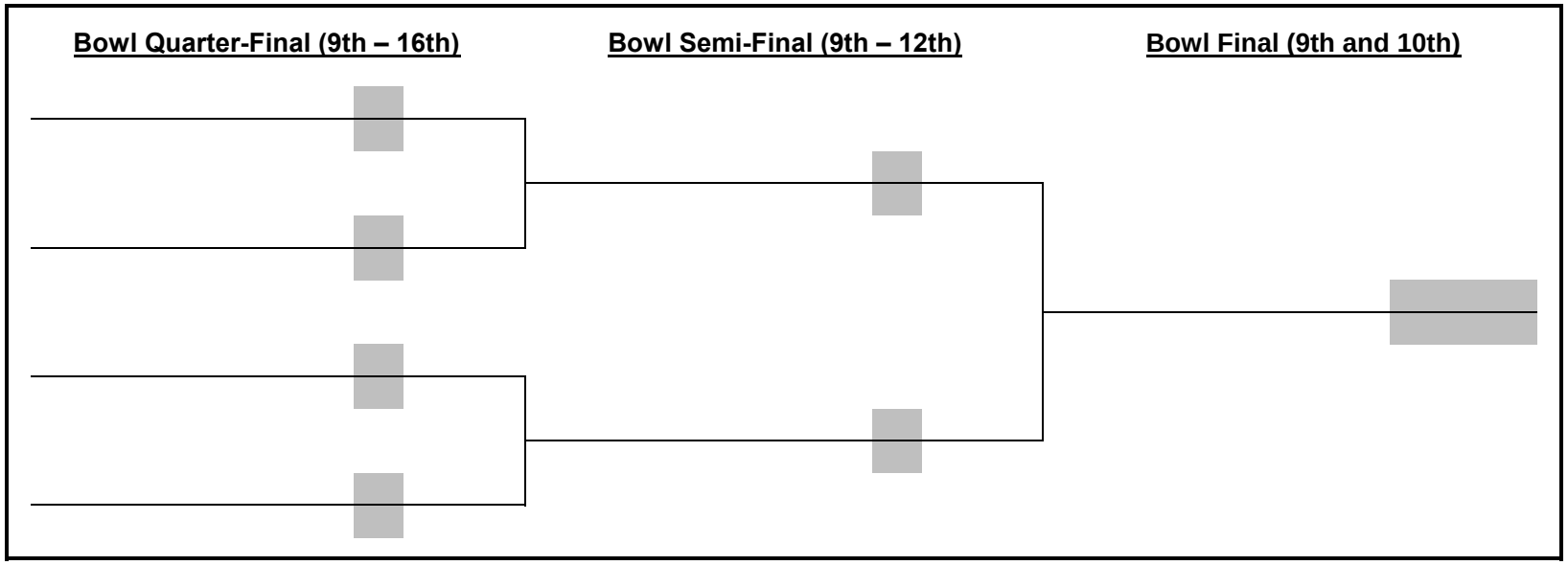
Block D			Court	Score
Round 1	D1	v D6		–
	D2	v D5		–
	D3	v D4		–
Round 2	D1	v D4		–
	D2	v D3		–
	D5	v D6		–
Round 3	D1	v D2		–
	D3	v D5		–
	D4	v D6		–
Round 4	D1	v D5		–
	D2	v D4		–
	D3	v D6		–
Round 5	D1	v D3		–
	D2	v D6		–
	D4	v D5		–

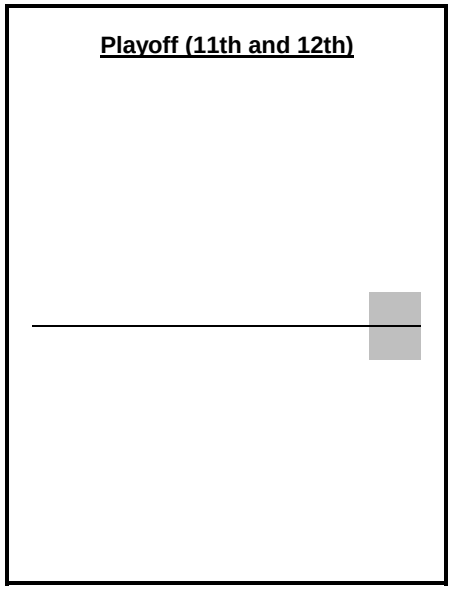

Round One (1st – 16th)
Quarter-Final (1st – 8th)
A1
B4
C3
D2
B2
A3
C4
D1
C1
D4
B3
A2
C2
D3
A4
B1

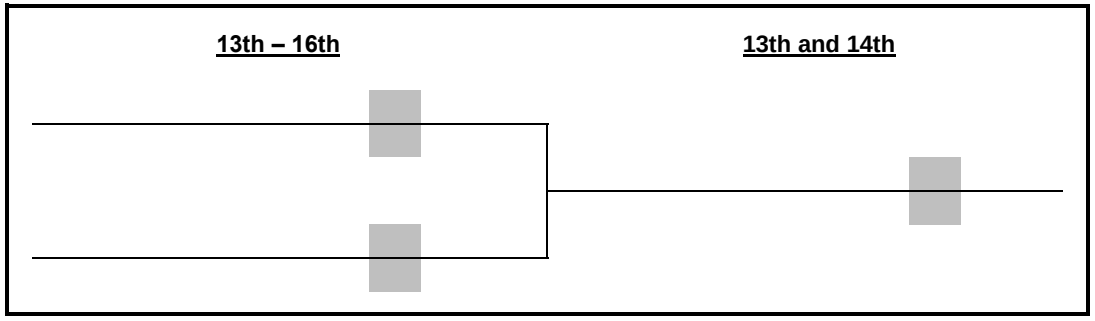

Semi-Final (1st – 4th)
Final (1st and 2nd)
Playoff (3rd and 4th)

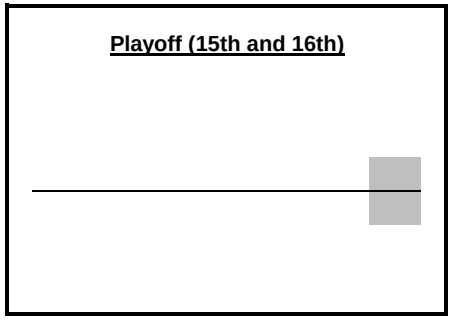

Shield Semi-Final (5th – 8th)
Shield Final (5th and 6th)


Playoff (7th and 8th)


Bowl Quarter-Final (9th – 16th)
Bowl Semi-Final (9th – 12th)
Bowl Final (9th and 10th)


Playoff (11th and 12th)


13th – 16th
13th and 14th


Playoff (15th and 16th)

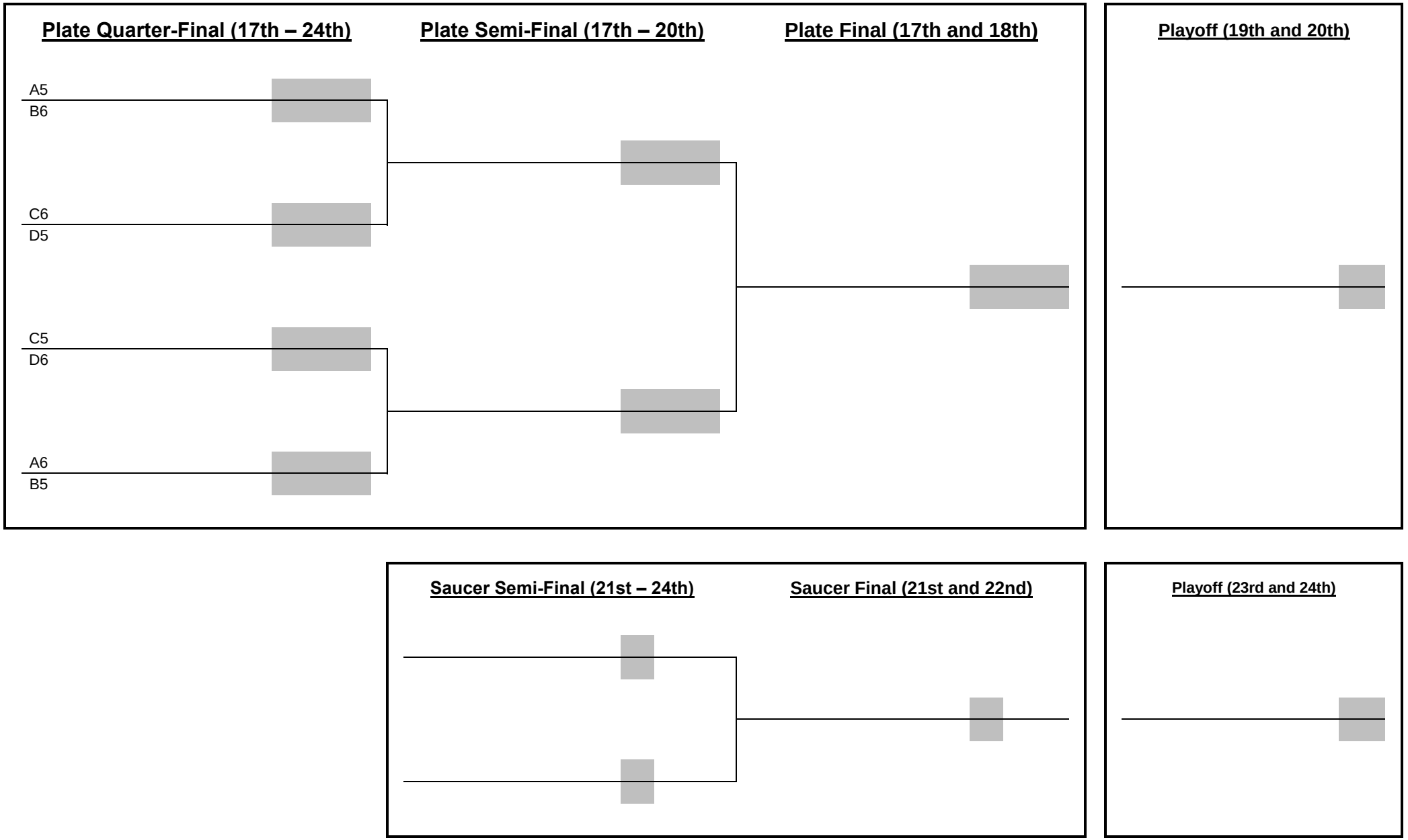


Plate Quarter-Final (17th – 24th)
Plate Semi-Final (17th – 20th)
Plate Final (17th and 18th)
Playoff (19th and 20th)
A5
B6
C6
D5
C5
D6
A6
B5
Saucer Semi-Final (21st – 24th)
Saucer Final (21st and 22nd)
Playoff (23rd and 24th)

PLATE BLOCK

No	First Name	Surname	A5	A6	B5	B6	C5	C6	D5	D6	Games	Net Hoops	Position
A5													
A6													
B5													
B6													
C5													
C6													
D5													
D6													

Plate Block

			Court	Score
Round 1	B5	v C5		–
	B6	v C6		–
	A5	v D5		–
	A6	v D6		–
Round 2	C6	v D6		–
	B5	v D5		–
	A6	v B6		–
	A5	v C5		–
Round 3	A5	v A6		–
	C5	v C6		–
	D5	v D6		–
	B5	v B6		–
Round 4	B6	v D5		–
	A6	v B5		–
	A5	v C6		–
	C5	v D6		–
Round 5	B5	v D6		–
	A5	v B6		–
	A6	v C5		–
	C6	v D5		–
Round 6	A6	v C6		–
	C5	v D5		–
	B6	v D6		–
	A5	v B5		–
Round 7	B6	v C5		–
	A5	v D6		–
	B5	v C6		–
	A6	v D5		–