

AC Improvement Sessions

General

Games are all alternate-shot doubles with partners matched {experienced/less experienced}

Handicap is Base 6.

Bisques to be used by bisque holder only, maximum of 2 bisques is any one turn.

14-point games where applicable.

WEEK 1: Vanilla Doubles

Purpose: to share best practice in stroke selection, tactics and execution.

Usual Laws apply

WEEK 2: Doubles!

Purpose: to encourage break building and subsequent break use to run hoops.

Usual Laws apply EXCEPT hoop points can only be scored if 3 hoops are run in a turn else the striker's clip remains at start-of-turn position.

WEEK 3: End Game Doubles

Purpose: to experience 3-ball finishes and develop tactics

R&Y: Clips on Penult and Box

B&B: Clips on Peg and 3-back

Usual Laws apply EXCEPT balls distributed in the central square prior to toss for ball choice, and R&Y start.

Team that pegs out wins.

WEEK 4: 3-ball Doubles

Purpose: to develop 3-ball break tactics

Usual Laws apply EXCEPT after hit-in, striker to nominate a ball that CANNOT be used subsequently in that turn.

WEEK 5: Leaving Doubles

Purpose: to develop leave skills

Usual Laws apply EXCEPT that no more than two hoops to be run in a turn; and at end of turn oppo balls must be left either cross-wired or in a recognised leave (e.g. diagonal spread etc) otherwise hoop points do not count and clip(s) are not advanced from start of turn position.

WEEK 6: Peeling Doubles

Purpose: to develop peeling tactics and skills

Play is by peg colour order.

Balls played onto the lawn within the central square prior to toss for ball choice

Turn starts with a lift to position; with Striker's ball for 4-back, Partner ball for Penult.

In a turn when the striker's ball is taken to Peg including the mandatory Penult peel of Partner ball, a Peg Point is scored; otherwise end of turn. Subsequent turns use the balls as positioned at end of previous turn.

Team with the most Peg Points wins in the time allocated.