

# Pirates

*Pirates* is an enjoyable and speedy form of croquet for anyone of any level whether they are newcomers to the game or are used to playing association croquet or golf croquet. Up to eight players can play at a time on one lawn using the primary colours of blue, red, black and yellow for up to four players plus the secondary colours of green, pink, brown and white for up to eight players.

Suggested time limit: up to 30 or 45 minutes

- The object of the game is to gain more points than anyone else when time is called.
- Each player plays alone and strikes their own ball.
- A point is scored by running a ball through any hoop in any direction. It cannot score at the same hoop again in any direction until it has scored at a different hoop.
- Players start by placing their ball anywhere on any boundary and hitting it onto the lawn. Play then continues with a single shot by each player.
- Play in sequence order – blue, red, black and yellow for up to four players plus green, pink, brown and white for up to eight players.
- Each player has one shot per turn, unless they earn an extra shot by hitting another ball or scoring a hoop. The extra shot is played from where the ball stops. In that shot it can score a hoop, or hit another ball to steal its points and earn yet another shot.
- Hitting another ball steals its points so that player gains the points and the other player loses the points.
- Each time a player reaches 10 points, those points are then banked. So if a player has 8 points and hits an opponent with 4 points, then instead of having 12 points the player would have 2 points plus 10 points in the bank. If the player then gets hit after that, the player would give up only the 2 points and keep the other 10 points safely in the bank.
- When a turn ends, the next ball in sequence is played.
- A ball going off the lawn is replaced on the boundary line where it went off and is immediately available to be hit by another player.

## Helpful Tips

- Playing with fewer players, up to four, reduces periods of waiting between each player's next turn, and is appropriate for shorter games up to 30 minutes
- With more players, up to eight, longer games of 45 minutes or longer may be appropriate.
- It helps maintain the pace of games if players remain near their ball (without obstructing play).
- A game may end when one player has reached an agreed score (eg 20) or a specified time limit (eg 30 minutes).
- Coloured clothes pegs are a convenient way of keeping track of points scored and transferring them from one player to another. Attaching clothes pegs to a player's clothing makes it easier to spot who to target.