

# *Two Shot Croquet Rules*

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Based on the game provided by Ben Rothman

Primarily Rules and not Strategy

## **THE RULES OF 2-SHOT**

The game of 2-Shot follows the rules of GC, except that AC rules apply for striking faults, and there are the following modifications:

### **I: A Turn:**

A turn involves one or two shots. If Striker’s 1st shot makes a valid Roquet (hits another ball), then Striker can play a 2nd shot which can be used for any purpose.

### **II: Marking-In:**

If a ball is out of bounds or inside 1-yard of a boundary line, they are marked in to the 1-yard line. If Striker remains in bounds after his 1st shot, then his 2nd shot (if any) is taken from Striker’s current position, it is not marked in.

### **III: Legal Shots:**

Double-hits are allowed.

**IV: Order of the Hoops and Winning the Game:** Game is to 5 points. Play starts at a randomly chosen hoop and then proceeds in order.

### **V: Valid Roquets:**

A Valid Roquet involves the Striker-Ball contacting another ball on the 1st shot of a turn. However, a croquet shot played out of a corner is a Valid Roquet only if it involves an Opponent’s Ball and not a Partners. This prevents occupation of corners by two balls of the same team which could facilitate play on its next turn by the ball that entered the corner first.

### **VI: The Start of a Game:**

Balls enter from a line that starts one-yard north and one-yard west of corner IV and runs north for six yards along the east boundary. Bamford-Start. The second player may assume the 1st player ball switching colors.

### **VII. Tie-Breaker Hoop**

Next hoop in order

## NOTES

Pioneer-Ball: hitting a ball to where it can be used by your partner.

Danger Ball: Next ball that hits.

Stepping-Stone: Using a ball for a second shot.

There are three primary positions to consider for a Stepping-Stone:

- (i) At a distance from Partner where he can likely roquet it on his 1st shot and clear an Opponent's Ball on his 2nd shot.
- (ii) Close to Partner so that he can attempt to "glance" off and proceed to the Opponent's Ball at the same time.
- (iii) Very close to Partner so that your ball can be used in a double hit.

Don't forget that Opponent's Ball will have a chance to disrupt your plans.