

THE RULES OF 2-SHOT GOLF CROQUET “2S-GC”

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(19-03-31)

The game of 2S-GC follows the rules of GC with the following modifications:

I... A Turn: A “Turn” involves one or two shots, but never more than two shots.

Striker can shoot his ball to anywhere to start his Turn (his 1st Shot). A point (or points) is scored by the appropriate team if Striker runs a hoop (or hoops) in order with this 1st shot or causes another ball to run a hoop or hoops in order.

If Striker’s 1st Shot makes a “Valid Roquet” on another ball (including before or after scoring a hoop for either team), then Striker can play a 2nd Shot. This 2nd Shot can be used for any purpose, including hitting a ball previously hit, or scoring a point (or points) for either team.

The determination whether a ball is off-sides is made after the end of a Turn (i.e., after both shots if two were taken).

II... Marking Balls In: After the 1st Shot, and then again after the 2nd Shot of every Turn, all affected (i.e., moved) Non-Striker balls that were sent out of bounds, or were moved into the area that is within one 1-yard of the boundary line, are marked-in to the 1-yard line.

The Striker ball is marked in to the 1-yard at the end of a Turn. 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.

During the mark-in process, two or more balls may overlap on the 1-yard line. When this happens, the balls are placed on the 1-yard line touching each other in an order along the boundary line (or lines if a corner is involved) as determined by Striker, with Striker’s ball being placed last. The balls involved are deemed to be “Touching”. Balls on the court can also be Touching – i.e., be in contact.

III... Valid Roquets:

1. Subject to Rule IV, a stroke that causes a non-Touching ball to move is a Valid Roquet.
2. Moving a Touching ball is a Valid Roquet if the touching ball is an opponent ball, or if opponents were responsible for the position of one or both touching balls.

¹ I want to thank all the participants in the 2nd Croquet Innovations Tournament (2019) for important input on this game and for agreeing to play 2S-GC in the tournament while the rules were still being worked out. They are – David Bent, Jamie Burch, Patty Chapman, Danny Johnston, Stephen Mulliner, Ben Rothman, and Pete Trimmer.

3. If neither criterion 1 or 2 above are met, then Moving a Touching Ball (i.e. partner) is still allowed, but does not constitute a Valid Roquet, unless, in the same stroke, Striker's ball also moves a non-Touching Ball.

IV... Striking a Ball with the Mallet More than Once: It is legal to strike your ball more than once in the same stroke if the subsequent strike(s) are a result of the proximity of an opponent ball or if it is the result of the proximity of partner ball and opponents are responsible for the positions of one or both of the striker and partner ball.

V...The Start-in and Penalty-Area Baulk Lines:

1. The first four balls of a game are played from anywhere along the Start-in Baulk Line. It commences one yard north and one yard west of c4 and runs for 6 yards along the east boundary (marked-in 1-yard).
2. There are two Penalty Areas – one on the east and one on the west boundaries, marked-in one yard. Each is a mini-baulk line, two yards long and centered on the peg.

VI... Tie-Breaking Hoop: In a game 13-point game the tie-breaking hoop is h1. In a 19-point game the tie breaking hoop is h7.

EXPLANATORY NOTES ON THE RULES OF 2S-GC

Rule I: Why have the possibility of two shots during a Turn? This is the driving force of 2S-GC and is intentionally different from GC.

Rule II: Why mark-in balls to the 1-yard line? An important element of this game is the possibility of rushing a ball (partner or opponent), away from or toward a hoop as a result of a 1st or 2nd Shot during a Turn. These rushes would be impossible for borderline balls without a mark-in procedure. A 1-yard mark-in procedure was adopted to be consistent with AC.

Rule III: Why have the Definition of Valid Roquet rule out touching partner balls? It prevents the following game-subverting tactics by the members of a team: Suppose one ball of the team (call it u) shoots into a corner to end his turn. u will be marked-in to the corner spot. r takes his turn but does not roquet u. Then k ends his turn by shooting into same corner with u (with u staying in the corner). u is marked-in, and then k is marked-in touching u (on either side). y goes somewhere but does not roquet either u or k.

Once again, it is u to play. In the absence of the Ball-Touching rule, if moving a Touching ball always constituted a Valid Roquet, while u could not re-position his ball around k (as is possible in AC after a successful roquet), u could simply “take-off” from k going to position at the next hoop with his 1st Shot, and then, with high probability, make the hoop with his 2nd Shot. This possibility is eliminated by the Ball-touching Rule. With it, unless u hits another ball after k with the 1st Shot of his turn, u will not earn a 2nd shot.

Rule IV... Why allow a double hit on all but your partner ball? Why not? It is legal in AC (even on partner ball).

Rule V: Why change the Starting area? This allows greater flexibility and creativity in the opening of the game.

Rule VI: Why change the Tie-Breaker Hoop? Having the tie breaker be h1 instead of h3 makes the tie-breaking hoop more competitive and the outcome less certain (less biased toward the first team to play to the hoop).

AN INCOMPLETE, PRELIMINARY, LIST OF STRATEGIC HINTS

Balls can take on new roles in 2S-GC:

A ball can be a “pioneer” that can be Roqueted by either team on their 1st Shot, and then followed by a hoop shot. Placing this pioneer to be useful to your partner and not to the opponents is a good idea! Think “Clear the Danger Ball, and set-up for Partner”. Or “Rush Partner and then set-up for Partner”.

A ball can be a “transportation” ball (a “Stepping Stone”)² to reduce the distance to an opponent ball.

There are new ways to play against a jawsed opponent ball. Jumping is still an option, but so is going to the non-playing side of the hoop, such that partner can roquet you and clear the jawsed ball.

It is possible to promote partner to a hoop and then set-up there for him as a pioneer.

² Stephen Mulliner coined the name “Stepping Stone”.