

GOLF CROQUET VARIATIONS



DD [Dueling Duos]

Both balls must score before progressing to the next hoop



2-Shot

A roquet with the first shot leads to a second shot



3-Shot

Three shots are possible but scoring can only occur after a roquet on the 1st or 2nd



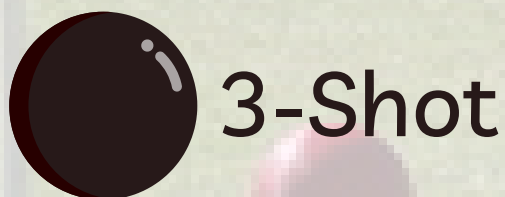
AC-GC

Either ball can play each turn, but both must play before a hoop is scored

Get in touch to find out more



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3-Shot

Roquet Required

A hoop can be made only after Striker roquets one of the other balls.

Available shots

A ball gets two shots each turn. In addition, a 3rd is earned if there is a roquet on the 1st or 2nd shots, or on both.

Strategies

Scoring occurs in one of two ways: (i) Roquet/Lag/Hoop – a long roquet with the 1st shot, is followed by a lag to the Current-Hoop with the 2nd shot, and then a hoop shot with the 3rd; or (ii) Lag/Roquet/Hoop – a long lag with the 1st shot to a ball left near Current Hoop, is followed by a gentle roquet with the 2nd shot, and a hoop shot with the 3rd.

Failure during initial shots leads to defensive play that seeks to isolate the Danger-Ball.

Scoring

One point is earned at each hoop. Hoops are played in traditional order with the winning score being 5 points.

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